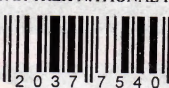




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Elme House  
133 Long Acre  
London WC2E 9AW

Produced by Aerospace Publishing Ltd.  
179 Dalling Road  
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Colour reproduction by Bright Arts Graphics (S) Pte Ltd

Printed in Great Britain by Southernprint Ltd & Waddington Chorleys PFB Ltd

Trade distribution by COMAG (Tel. 01895 444055)

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# The Guide to the STAR TREK Galaxy

FILE 1 CARD 81

## THE NOG AND ROM INDEX

As the brother of Quark, Rom and his son Nog have long suffered at the hands of *Deep Space Nine*'s avaricious barkeep. Eventually, they summon the courage to forge their own paths in life, away from the Ferengi norm.

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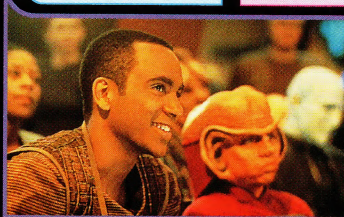
70 STAR TREK:  
DEEP SPACE NINE

Nog: Growing up on *Deep Space Nine*



Much of **Nog's** youth is spent on *Deep Space Nine*, where he divides his time between schooling, his duties in **Quark's bar**, and hanging out with **Jake Sisko**.

FILE 44 CARD 15C



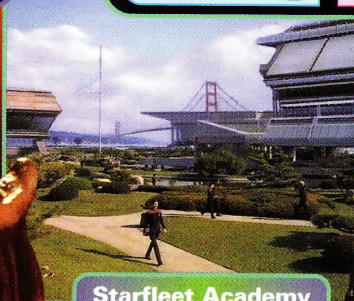
Jake and Nog



**Jake and Nog** remain close friends, even after they find themselves taking completely different paths in life.

FILE 51 CARD 3

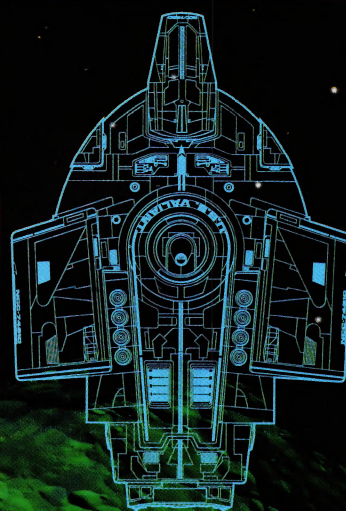
FILE 19 CARD 1D



Starfleet Academy

**Nog** is the first **Ferengi** to enter **Starfleet Academy**. He quickly proves himself to be an able cadet.

U.S.S. Valiant NCC-74056



**Nog** quickly rises through the ranks of **Starfleet** during the **Dominion War**. He is equally adept at piloting the **U.S.S. Defiant NX-74205**

as he is fighting scores of troops in ground-based conflicts.

Nog: A Ferengi in Starfleet



FILE 43 CARD 50

**Nog** often finds himself fighting on the frontline during the **Dominion War**. This ultimately costs him dearly – he loses his left leg in conflict at **AR-558**.

FILE 31 CARD 12



**Nog** briefly serves as the chief engineer of the **U.S.S. Valiant NCC-74056** in 2374.

Crew of the U.S.S. Valiant

FILE 31 CARD 12A

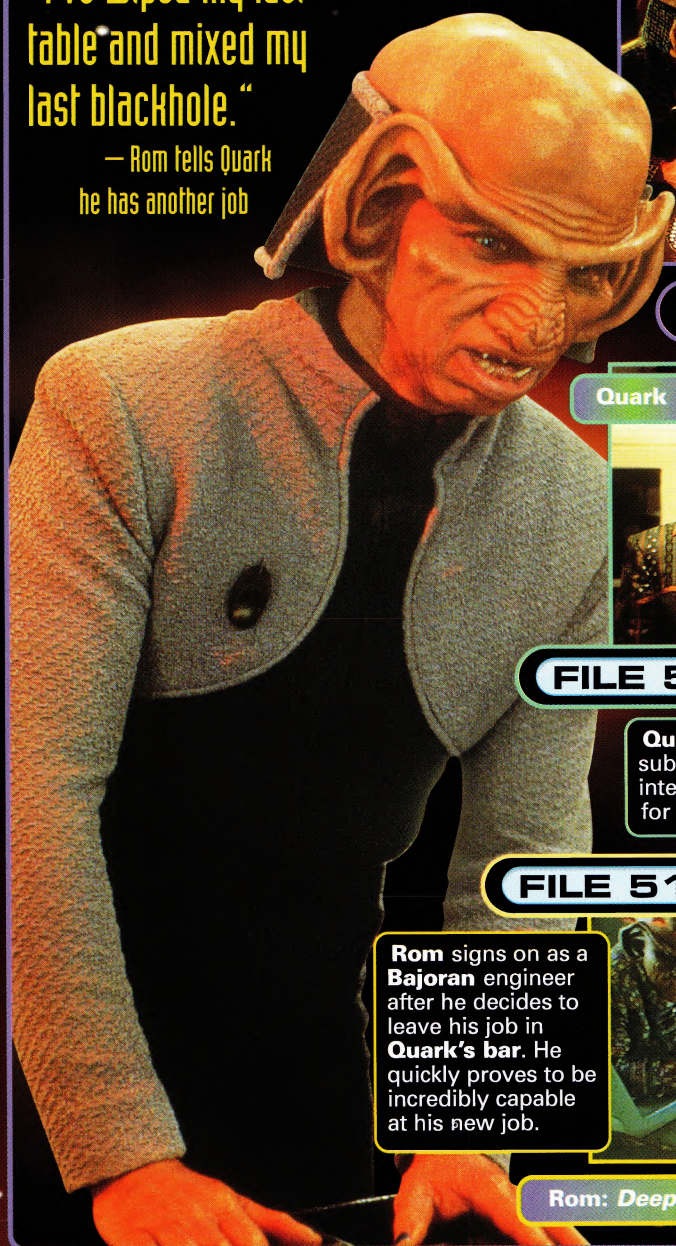


# NOG AND ROM INDEX

FILE 1 CARD 81

"I've wiped my last table and mixed my last blackhole."

— Rom tells Quark he has another job

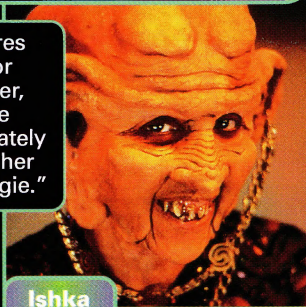


Rom



FILE 51 CARD 4

Rom cares deeply for his mother, **Ishka**. He affectionately refers to her as "Moogie."



Ishka

FILE 51 CARD 2

Quark



FILE 51 CARD 1

Quark succeeds in subduing his brother's intelligence and ambition for many years.

FILE 47 CARD 7A



Leeta and Rom

Rom marries a **Bajoran dabo girl**, **Leeta**, aboard *Deep Space Nine* in 2373.

FILE 51 CARD 2A

Rom signs on as a **Bajoran** engineer after he decides to leave his job in **Quark's bar**. He quickly proves to be incredibly capable at his new job.



Rom: *Deep Space Nine* Engineer

The Grand Nagus



Grand Nagus **Zek** chooses **Rom** to succeed him in late 2375.

FILE 51 CARD 5

## NOG AND ROM STARSHIP LOG: Key episodes



'Family Business'  
FILE 70  
CARD 64



'Little Green Men'  
FILE 70  
CARD 73



'The Bar Association'  
FILE 70  
CARD 82



'Ferengi Love Songs'  
FILE 70  
CARD 112



'In the Cards'  
FILE 70  
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'A Call to Arms'  
FILE 70  
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FILE 70  
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FILE 70  
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'The Siege of AR-558'  
FILE 70  
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'It's Only a Paper Moon'  
FILE 70  
CARD 154



'The Emperor's New Cloak'  
FILE 70  
CARD 156



'The Dogs of War'  
FILE 70  
CARD 168



# The Guide to the STAR TREK Galaxy

FILE 1 CARD 100

## THE MIRROR UNIVERSE INDEX

The human race has long been aware of life on different planets, but only a select few individuals know of the existence of an alternate dimension, the mirror universe, which is a disturbingly familiar reflection of our own.

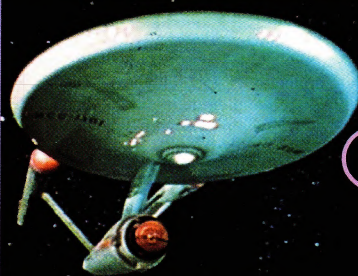
FILE 18 APPENDIX CARD 2



The symbol of the **Terran Empire** that rules the **mirror universe** throughout the 23rd century is a sword through the planet Earth.



The Terran Empire



I.S.S. Enterprise

The **Imperial Starship Enterprise**, the flagship of the **Terran Empire**, is identical to its **Constitution**-class counterpart.

FILE 41 CARD 1

The **I.S.S. Enterprise** crew members carry weapons at all times. Officers gain promotion by murdering their superiors.



I.S.S. Enterprise Crew

FILE 41 CARD 1A

"Behavior and discipline have become brutal — savage!"  
— Captain Kirk on the mirror universe



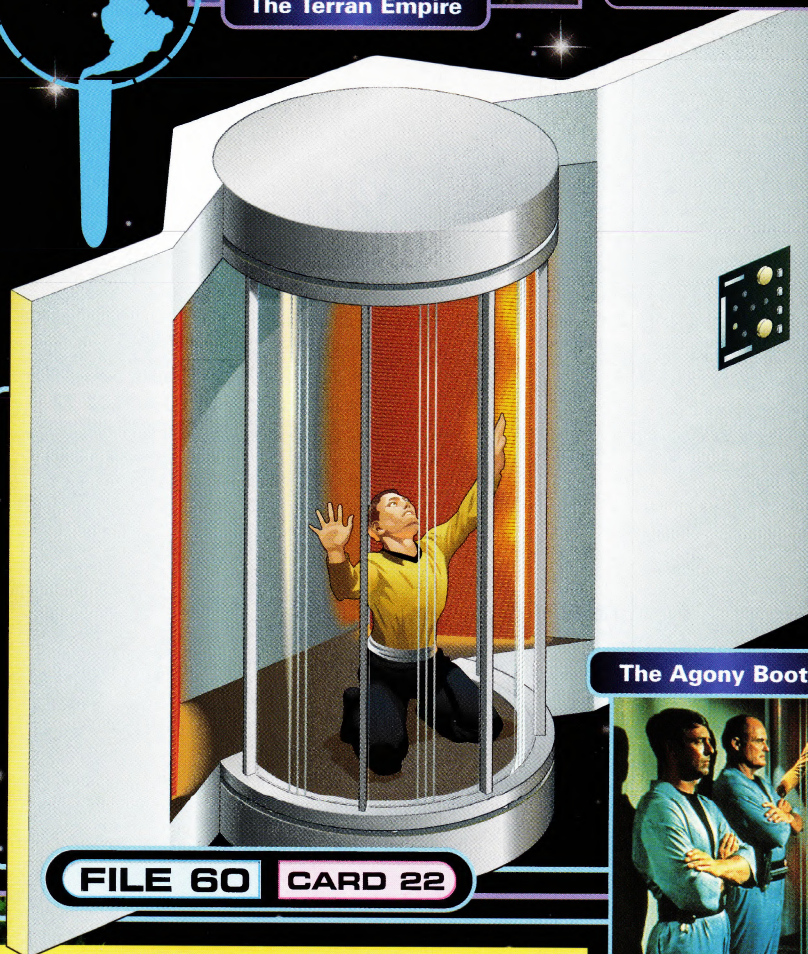
The Agonizer

The threat of agonizing punishment keeps the crew under control.

The Agony Booth



FILE 60 CARD 22



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## MIRROR UNIVERSE STARSHIP LOG: Key episodes



'Mirror, Mirror'  
FILE 68 CARD 38



'Crossover'  
FILE 70 CARD 40



'Through the Looking Glass'  
FILE 70 CARD 60



'Shattered Mirror'  
FILE 70 CARD 86



'Resurrection'  
FILE 70 CARD 126



'The Emperor's New Cloak'  
FILE 70 CARD 156



In the 24th century, the **mirror universe** is under the control of an equally brutal **Cardassian-Klingon-Bajoran Alliance**.

The Alliance

FILE 18 APPENDIX CARD 2



The visit of the **primary universe Captain Kirk** ironically leads to the downfall of the **Terran Empire** and paves the way for the **Alliance**.

FILE 18 APPENDIX CARD 2A



History of the Mirror Universe

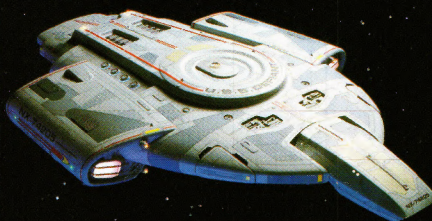
Mirror Universe Personnel

The **mirror universe** contains counterparts of many familiar individuals, but they tend to be darker and more cruel than the **primary universe** versions.



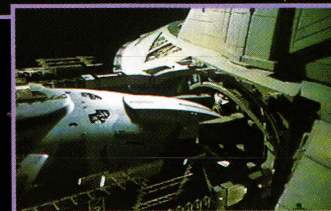
FILE 18 APPENDIX CARD 2B-E

The Defiant



FILE 41 CARD 3

**Terran Rebels** build their own **Defiant** after stealing plans from the primary universe.



FILE 41 CARD 2

Terok Nor





# The Guide to the STAR TREK Galaxy

FILE 13 CARD 6A



## CARDASSIAN LIBERATION FRONT

In the final days of the **Dominion war**, the oppressed **Cardassian** people find a group of new champions determined to fight for their rights — the **Cardassian Liberation Front**, led by their former leader, **Damar**.

**B**y 2375, **Legate Damar** has become disenchanted with the alliance his predecessor, **Gul Dukat**, has formed with the **Dominion**. Far from being equal partners, the **Cardassians** are treated as cannon fodder, and their territory ceded to others without consultation. Damar himself is considered an untrustworthy subordinate, kept in place only due to his status among the **Cardassians**. Finally understanding the **Dominion's** true nature, Damar decides to rebel. His first act is to free two **Starfleet** officers held on **Cardassia**.

### Forming a rebellion

Having taken the first steps to rebellion, Damar next contacts others among the **Cardassian** forces who feel there is no future for their race under **Dominion** rule. With a new purpose set out before him, Damar achieves a restored confidence and an increased self-respect; even his previous growing

reliance on the alcoholic beverage **Kanar** is consigned to the past.

Damar's initial act as rebel commander is taken while he is ostensibly still working with the **Dominion**. He is forced to make decisions that will cause the death of many brave **Cardassian** soldiers, but initially justifies his actions by telling himself that they will be dying for **Cardassia**, not the **Dominion**. Personal hatred for his **Vorta** overseer **Weyoun** prompts him to secretly select the **Dominion** cloning facility on **Rondac III** as the first target for his burgeoning rebellion. Having destroyed the facility, he makes an impassioned plea, imploring all **Cardassians** to join him. He exhorts his people to resist the **Dominion**, claiming they are not allies, merely occupying forces.

The grand gesture on **Rondac III** makes a statement, but the heavy casualties endured by the rebels is wasteful, and **Federation** support for Damar is contingent on a modified approach. The guerilla tactics used to drive

the **Cardassians** from **Bajor** will be most effective given the circumstances, but Damar lacks experience of this type of fighting. He is initially resentful, but the ultimate success of his rebellion rests on him learning guerilla warfare from a former enemy; the **Bajoran Colonel Kira Nerys**, and one-time member of the feared **Obsidian Order**, **Elim Garak**. **Odo** is also sent to aid the rebels, but after a handful of missions his effectiveness is diminished when he contracts the degenerative disease that is affecting all the **Founders**.

Kira is able to structure the **Cardassian Liberation Front** into a traditional



**The Cardassian Liberation Front comprises a number of high-ranking officers who feel that Cardassia is suffering at the hands of the Dominion.**

guerilla force of small interlinked groups placed in various locations, thereby ensuring the capture of individual rebels who not threaten the movement as a whole. A harder moment for Damar is the realization that, if the rebellion is to be effective, **Cardassians** working for the **Dominion** will have to die. Once he accepts this, his rebels become an effective terrorist organization, efficiently targeting

strategic weak spots and destroying facilities.

Damar's commitment to his cause is cemented by two traumatic events during a notable rebel achievement: the raid on the **Cardassian** repair facility in the **Kelvis system**. En route, Damar learns that his wife and son have been executed by the **Dominion** in revenge for his actions, and during the mission he has to execute his friend and confidant, **Gul Rusot**,

### EMPIRE BUILDING

#### Gul Rusot

**Rusot** is a patriotic **Cardassian** who yearns for the **Cardassian Union** to expand once again. When planning his rebellion, it is to his friend **Rusot** that **Damar** first turns. **Rusot** initially welcomed the **Cardassian** alliance with the **Dominion**, seeing it as conducive to his aims of **Cardassian** expansion. As time passed, however, he became ever more concerned, as it became apparent that not only were the **Cardassians** not acquiring new territory, they were increasingly considered subordinate to the **Dominion's** loyal **Vorta** and **Jem'Hadar** warriors. **Rusot** is able to supply a list of strategic **Cardassian** military personnel who share his frustration at the **Dominion** occupation.

**Rusot** is considered a fine warrior, but he has a proud and provocative nature. He particularly resents having to learn from **Kira Nerys**, a **Bajoran**, and considers the motive behind her aid to be the opportunity to see more dead **Cardassians**. He continually provokes her, eventually attacking her physically, only to discover that while he may be a warrior, he is no match for **Kira** in combat. Aboard a **Jem'Hadar Attack Ship** docked in the **Kelvis** repair facility, he threatens to kill her; instead, he is killed by **Damar**.



**Kira Nerys has little difficulty in proving her superior hand-to-hand combat skills to the resentful Gul Rusot.**



**Damar becomes disillusioned by the Dominion's oppression of the Cardassian people, and resolves to free them by whatever means necessary.**







## The Guide to the STAR TREK Galaxy

FILE 13 CARD 6A

### CARDASSIAN LIBERATION FRONT



▼ **Kira Nerys is dispatched by Starfleet to assist the fledgling Cardassian Liberation Front identify and mount offensives against notable targets.**



for the good of the rebellion. The rebels emerge with a **Jem'Hadar Attack Ship** that they can use in further attempts to infiltrate Dominion-held military installations.

An unfortunate turning point for the rebellion occurs when Kira, Damar, and Garak are lured back to Cardassia by the promise of a further 500,000 Cardassian soldiers who appear willing to defect from the Dominion. This proves to be a trap organized by one of the supposed defectors, **Gul Rivok**. The other Cardassian troops are slaughtered at the rendezvous point, and the ship that transports Damar is intercepted and destroyed before he can transport back. This leaves

Damar, Kira, and Garak in the midst of their enemies, with no obvious means of escape.

Damar's darkest hour comes while stranded on Cardassia. Sheltered within Garak's old family home in the capital, he is cut off from his troops; Dominion propaganda even claims that he has been killed aboard his ship.

#### Birth of a legend

The Dominion also claims to have wiped out 18 terrorist bases in different locations throughout the quadrant, although they seem unaware that this accounts for every rebel base. Garak's childhood housekeeper **Mila** is able to jolt Damar from the resulting bout of self-pity,

▼ **The Cardassian Liberation Front operates out of a network of caves that keep them concealed from the Dominion forces that are eager to destroy them.**



when she reveals that the Cardassian population at large refuses to believe the announcement of his death. The expectation is that he has perhaps faked his demise, and is plotting another raid. It is clear that he has gained a new standing among the people, and Kira realizes the importance of fueling the legend of Damar. Kira, Garak, and Damar are all that remain of the rebels, but they have the means to stoke a revolution.

Damar very publicly bombs a **Jem'Hadar** base in the capital. Before departing, he makes a spontaneous and inspiring speech, urging all

▶ **The former Cardassian spy, Garak, accompanies Kira Nerys to Cardassia where his knowledge of terrorist activities proves vital.**



Cardassians to rise against the Dominion, stressing that freedom is theirs for the taking. For the sake of propriety, the Bajoran Kira keeps away from public view, although actively involved. A subsequent address results in a unanimous vote to initiate a program of strikes, work disruption, and sabotage. The first wave cuts all power to the capital, and severs contact with the Dominion fleet; in retaliation, the Dominion takes a terrible revenge by wiping out an entire city.

With the stakes raised, it is decided that the most effective course of action is an invasion of Dominion headquarters, but before this occurs, the rebels are located by the Jem'Hadar.

## GALAXY FACTS

Over seven million Cardassians have died in service of the Dominion before Damar founds the Cardassian Liberation Front.

The first target of the Cardassian Liberation Front is the Dominion's sole Alpha Quadrant cloning facility located on Rondac III.

The Cardassian Liberation Front maintain bases on Atbar Prime, Quinor VII, Regulak IV, and Simperia.

They are about to be executed when the accompanying Cardassian troops change loyalties and free them.

#### Death before victory

Sadly, Damar does not live to see the conclusion of the revolution he set in motion. He is killed during the first stages of the raid against Dominion headquarters, but the mission is a success, averting the extermination of all Cardassian people. Before his death, Damar notes that the revolution would have been stillborn without the tactical abilities of Colonel Kira. It would have been equally unsuccessful without the inspirational personality that Damar became.

## CHANGELING ASSISTANCE

### Odo's Disease

Odo is an obvious choice to aid Damar's rebellion. Not only can his shapeshifting abilities provide an invaluable element of surprise, but the natural subservience of the Vorta extends to all Founders. Unfortunately, en route to join the Cardassian Liberation Front, Odo learns that he has contracted the degenerative disease affecting all Founders.

He is initially able to keep the debilitating effects under control, and is an effective tool during early missions. Continual shapechanging accelerates the effects of the disease, however, and it is not long before Odo is perpetually weakened. He keeps his true condition concealed from Kira, not wanting to burden his partner with an extra problem when she is organizing a revolution.

During the successful raid on the Kelvis repair facility, he is unable to hide his degeneration any further, and collapses. On returning to *Deep Space Nine* he is informed by Dr. Julian Bashir that his lifespan is unlikely to extend beyond a further two weeks, unless a cure is located. Luckily, Dr. Bashir finds that cure, and Odo is restored to full health, although he plays no further part in Damar's rebellion.

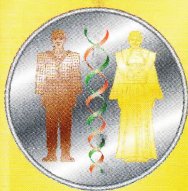


▶ **Odo's effectiveness in aiding the Cardassian Liberation Front is curtailed when he contracts a degenerative disease.**



▶ **Many of the Cardassian Liberation Front perish in the final hours of the Dominion war, including Damar. He does not live to see Cardassia freed.**





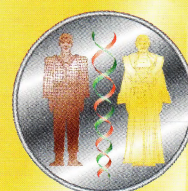
OTHER GROUPS  
AND RACES

# The Guide to the STAR TREK Galaxy

FILE 18

CARD 158

## 'MUSE' ALIENS



OTHER GROUPS  
AND RACES

A pre-industrial warlike civilization, reminiscent of Earth's Ancient Greece or Rome, is shown the virtues of peace thanks to the imagination of one man, and some unexpected 'divine intervention.'

**A** **Class-L** planet in the **Delta Quadrant**, with lush and verdant scenery reminiscent of Earth's Mediterranean region, is the home to a race of pre-industrial humanoids who have reached a technological level roughly equivalent to humanity's Bronze Age.

### Absolute authority

The world is ruled by a feudal aristocracy; land masses are divided into districts, each of which has its own local ruler/administrator. Formally entitled **Autarchs**, but more colloquially known to the tenants of their territories as **Patrons**, these rulers are constantly bickering and squabbling among themselves, frequently

in territorial disputes, but almost as often over some real or imagined breach of courtesy. These skirmishes seldom result in all-out war, but this is of little consolation to the tenants who are used as a conscripted militia in these battles.

The tenants of these territories do not seem to be treated as badly as their equivalents in Earth's historical slave cultures however; they are not overworked or abused, they are clean and decently clad, and despite complaints of not getting enough to eat, they appear healthy and vigorous. It is clear that the patrons have absolute power over their tenants, nonetheless. At a moment's notice, tenants can be conscripted to fight in a dispute with

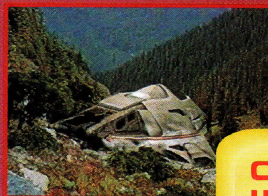
a neighboring Autarch, and there are any number of transgressions – trespassing on a Patron's hunting grounds, for example – for which the penalty is death.

### Humanoid appearance

The inhabitants closely resemble terrestrial humans, differing visibly only in the presence of a raised pattern of ridges in the center of the forehead. There appears to be some variation in these patterns between individuals, but it is unclear whether this is a regional or caste-related phenomenon. In any event, the arrival of an individual with a severely different pattern of forehead ridges does not lead the natives to suspect the newcomer of alien origins, but to accept them merely as



▲ The Patrons who govern districts across the planet surface wear elaborate clothing, and are closely guarded.



▲ Much of the countryside that covers the planet surface remains a beautiful, undeveloped wilderness. This allows the **DELTA FLYER** to remain virtually undetected after it crashes on a hillside.

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### CAPTIVE MUSE

#### Inspirational Starfleet officer

The importance of this culture's principal form of entertainment comes to be an integral part of **B'Elanna Torres's** unscheduled stay on the planet, as she finds herself both an unlikely inspiration and a reluctant heroine when the *Delta Flyer's* logs are used by the playwright **Kelis** as source material for a play. At first indignant and uncooperative, Torres eventually establishes a cordial relationship with him. In fact, she even defers her rescue and return to her Starfleet vessel in order to help him with the conclusion of his second *Voyager* play.

▶ **B'Elanna Torres** is initially held captive by **Kelis**, but he intends her no harm, and even uses his limited medical experience to try and bleed a fever from her injured body.



▼ The humanoid inhabitants of the **Class-L** planet are distinguished by distinctive facial ridges.

Designation	Unknown
Class	L
Quadrant	Delta
Inhabitants	Humanoids

**Government** Feudal aristocracy. Districts are governed by territorial Autarchs, who in turn answer to higher authorities, though every Autarch is in effect an absolute monarch of his own region.

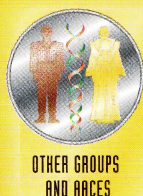
**Technology** Pre-industrial, at a level comparable with Earth's Bronze Age. The population have yet to exploit the abundant deposits of dilithium found on their planet.

**Starship log** STAR TREK: VOYAGER 'Muse'



## GALAXY FACTS

- ▶ The natural deposits of dilithium on this planet are so commonplace that they have a folklore name – “Winter’s Tears.”
- ▶ Plays, and other formal documents, are recorded on papyrus scrolls; scraps of paper for informal notes are torn off used scrolls.



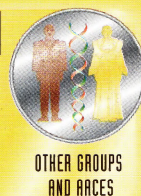
OTHER GROUPS AND RACES

## The Guide to the STAR TREK Galaxy

FILE 18

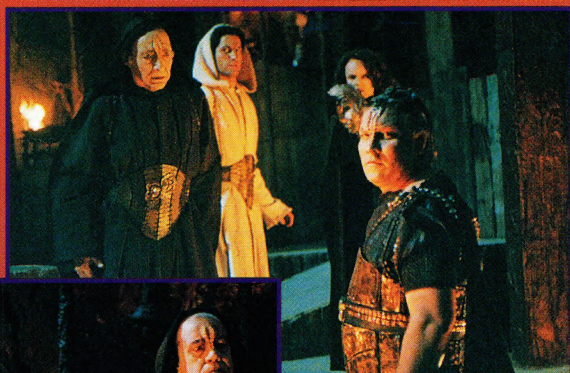
CARD 158

### 'MUSE' ALIENS



OTHER GROUPS AND RACES

▶ The actors who take part in Kelis's VOYAGER plays use masks to cover their faces throughout the performance.



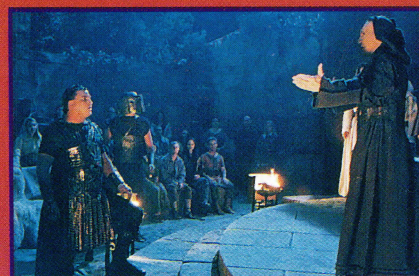
▶ Actors wear simple, long gowns and heavy set belts while they are performing on stage.

to recognize, let alone harness, the potent power source that abounds on their homeworld. Their medical technology is particularly basic, with bleeding to alleviate fever still being the most common treatment.

This planet does not have any broadcast entertainment, given their low level of technology, and the primary source of recreation for the public is in the form of plays, which are performed in stone amphitheaters. Wearing white robes and bearing masks to indicate the character they are



▶ Kelis's plays about the U.S.S. VOYAGER NCC-74656 prove to be very popular with his patron, who demands to see more of them.



▶ The plays enjoyed by many of the planet's population are held in amphitheaters formally used to stage sacrifices.



a foreign visitor “From across the Eastern Sea.”

Within their respective castes, men and women appear to have equal responsibilities and equal freedom of movement in society, with no roles or professions being restricted. Certainly the notion of a female ships' captain neither shocks nor appalls them.

### Simple garments

Most natives of the tenant class wear simple toga-like robes, made from a light woollen fabric. These are usually sleeveless, dyed in a variety of reds, browns, or blues, and gathered at the waist by a broad leather belt. Women and older males favor floor-length garments, while younger males wear the robe at knee-length. Tight, lightweight trousers are worn beneath the robes, with sandals on the feet. These outfits provide everything necessary for comfort in the temperate climate to which these people are accustomed. Formal wear for persons of the Patron class is ceremonial armor for the men – lightweight

and highly-decorated breastplates that would be useless in combat, but serve to remind onlookers of the wearer's status – and floor-length sleeveless gowns in rich fabrics for the women. The color palette is a range of blues, indigos, and black, with elaborate jewelry in dark stones that resemble onyx or jet, to enhance their lustrous but somber appearance.

The natives of this world believe in a higher power, that of the **Eternals**, who live in some celestial region, but occasionally interfere with the lives of mortals. These beings are possessed of great power and – much like their worshipers – of capricious temperaments. They are the subject of many ancient legends, and are both worshipped and feared.

**Dilithium** occurs naturally on this world, and is a common mineral familiar to most of the population. Despite this, the planet is not technologically advanced; the population have not long discovered how to produce bronze, and are several centuries away from being able

portraying, the actors declaim their lines to the audience, supported by a narrative chorus. Despite the formal presentation, the performances are strangely compelling.

### Sacrificial altar

The semi-circular arenas in which these plays are performed, with tiers of stone benches softened only by robes or furs thrown across the slabs, are the social and recreational hubs of communities, and

bear a particular cultural significance; centuries ago, the amphitheaters were sacrificial altars, where each year a chosen victim was slaughtered in honor of winter. One year, no one remembers when or why, a play replaced the ritual, and that year no one had to die. This was the first major step in the advancement of their culture. The troupes of players and playwrights, though still tenants of the Patrons, are therefore regarded with more respect than the average artisan.

## THE PEN IS MIGHTIER THAN THE SWORD

### Art mirrors life

Following the example set hundreds of years ago, when his people's ritual sacrifice was replaced by a ceremonial play, Kelis presents, in his new Voyager play, a finale in which Captain Janeway has the opportunity to destroy her enemy, the Borg Queen, but decides instead to spare her life and try for a peaceful reconciliation between their forces. By this parable, Kelis hopes to convince his Patron of the futility of war with his neighbor, in which both their estates might be destroyed. On a wider scale, he hopes to steer his people toward a future of greater unity and cooperation.

▶ One of Kelis's plays sees Captain Janeway come to a peaceful resolution with the Borg Queen, Seven of Nine.





## U.S.S. VOYAGER NCC-74656

## FACILITIES FOR CHILDREN

The *U.S.S. Voyager NCC-74656* was never intended to be a generational ship, but modifications have had to be made to accommodate children on board.

The original series of five-year exploratory missions carried out by **Starfleet** crews during the latter part of the 23rd century were primarily designed around single or married adults living away from their spouses. During the next 100 years of development, the psychological and sociological advantage of housing family units on board starships is recognized as valid for some of the larger classifications of vessel, such as the **Galaxy-class U.S.S. Enterprise NCC-1701-D**, which includes facilities and accommodation for families. This philosophy is not repeated for vessels with smaller crew complements, such as the **Intrepid-class U.S.S. Voyager NCC-74656**, however. The arrival of children on board the vessel therefore necessitates a number of physical changes to the ship, as well as the active involvement of other crew members to offer support and guidance to the youngsters.

## Child of the Delta Quadrant

The first child to be born on *Voyager* is **Naomi Wildman**, daughter to the human **Ensign Samantha Wildman** and **Ktarian Greskrendtregk**, who remained on starbase **Deep Space Nine** and did not accompany the vessel to the **Delta Quadrant**. Maternity facilities have to be arranged by the **Emergency Medical Hologram**, as the starship is not equipped with them already; in the event of an unexpected pregnancy during a routine mission, the expectant mother would have been taken to a suitably equipped starbase, but, stranded in the Delta Quadrant, this is not possible.

Due to Naomi's half-Ktarian physiology, she grows to the size of a four-year-old human child in just two years. This growth rate necessitates the adaptation of Ensign Wildman's living space from single quarters to larger accommodation, in order to give Naomi her own room. Her bedroom is located adjacent to her mother's,

and includes her own bed and workstation.

The impact of Naomi on the infrastructure of the *Intrepid*-class vessel is relatively minimal, although the effect she has on some members of the crew is far more tangible. From Naomi's infancy, **Neelix** willingly takes it upon himself to help Samantha Wildman care for her, and becomes an extremely important part of her life. Neelix is concerned that Naomi may feel lonely and isolated within this adult environment, and so provides the girl with opportunities for education, play, and involvement with the rest of the crew.

Samantha Wildman is an active part of the *Voyager* crew, and is often called upon to carry out away missions. Neelix cares for Naomi while Samantha is away, and makes sure she has direct contact with her mother as often as possible. Neelix has angrily expressed that a starship is no place for a child to grow up, but other members of the crew believe that the unique experiences Naomi has been exposed to in her formative years aboard the vessel have benefitted her.

## Holographic helpers

One of the most valuable facilities available to help educate, socialize, and entertain Naomi is the **holodeck**, as it allows her to interact with a number of adventures and activities in complete safety, often without the need for direct supervision. Neelix often uses **'The Adventures of Flotter'** program to instill lessons about friendship and cooperation in the young girl, and even uses the program to



Ensign Samantha Wildman is unaware that she is pregnant when she comes aboard the *U.S.S. VOYAGER*. The ship is not designed to accommodate children.



Naomi Wildman is provided with her own bedroom in a small room that goes off her mother's quarters. Neelix often reads her bedtime stories.

distract Naomi during the extremely dangerous away team mission undertaken by her mother aboard the *Delta Flyer* in 2375. Naomi's access to the holodeck is carefully controlled and monitored by both Neelix and her mother so that she is not distracted from her studies and gets plenty of rest.

As *Intrepid*-class vessels are not specifically designed to house children, no crèche or specific educational facilities are provided. In lieu



Seven of Nine is an unlikely friend for Naomi, but the former Borg drone was once a little girl herself, and retains some memories of this time.

Neelix is Naomi's godfather, and soon becomes akin to a member of her family. He looks after the girl when her mother is needed on away missions.



The Doctor plays an important part in Naomi's education. She is a bright girl who is usually keen to learn, but would often rather be allowed to play instead.







▲ Holodeck programs such 'The Adventures of Flotter' help with Naomi's education and leisure time.



▲ The arrival of four children rescued from the Borg collective gives Naomi friends of her own age for the first time.

of a schoolroom, Naomi is given her own **PADD** and assigned homework from specific classes given to her by different crew members – including botany by the **EMH** and astrophysics by **Seven of Nine**. Naomi's relationship with Seven is a particularly interesting one, as she changes from being frightened of the former **Borg drone** to looking upon her as something of a role model. Naomi's impact on Seven is equally tangible, as she encourages the former Borg to partake in pastimes and games with her. This turns out to be mutually beneficial in terms of the psychological and sociological development of both of them.

### No longer alone

The 'adoption' of four young Borg drones by the crew of *Voyager* in 2376 has a considerably larger impact on the vessel, due to their physical nature and Borg requirements. Effectively rejected by the collective, the four Borg children have to undergo considerable treatment by the



▲ Naomi is frightened of monsters, but Neelix helps to 'find' them for her.

EMH in order to remove their implants, although, like Seven, they still need to regenerate. **Captain Kathryn Janeway's** decision to retain the bank of Borg regeneration alcoves in Cargo Bay 2 proves to be vitally important to the children, who revert to using their original given names of **Icheb**, **Mezoti**, **Azan**, and **Rebi**. The database of the **Borg cube**, from which they are rescued, includes the children's original assimilation profiles, and the youngsters start on the long and painful path back to individuality – with help from Seven and Naomi Wildman.

The presence of the Borg



▲ The children hold a science fair aboard the ship to show off their experiments.

children leads to an initially reluctant supervisory role for Seven, whose rigorous training program fails to understand their need for relaxation and fun. Neelix's intervention leads to a more relaxed approach to their daily regimen, and Seven becomes extremely close to the group, despite her outwardly cool attitude. The unique talents of all of the children are celebrated in the **First Annual Voyager Science Fair**, which is designed to acknowledge the hard work and dedicated study undertaken by the children, and also confirms the entire crew's appreciation of the youngest members of their community. Azan and Rebi show their cloned potato experiment, and Mezoti's love of bugs is illustrated in her **Tairenian** ant colony. Naomi produces an environmental model of **Ktarus**, her father's homeworld, and Icheb develops a high-resolution **gravimetric sensor array**. What the future holds for Naomi and Icheb, away from the safety of *Voyager*, remains to be seen.

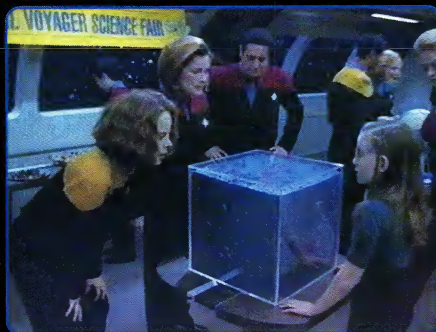
▲ The Borg children are potentially more difficult to accommodate than Naomi, but luckily they are able to share Seven of Nine's Borg regeneration alcoves and accommodation in Cargo Bay 2.

## NEW ARRIVALS

### New lives

Icheb, Mezoti, Azan, and Rebi have to learn to be children again. Like Seven of Nine, they retain few memories of their lives before they were assimilated into the Borg collective, and are not naturally inclined to participate in usual childish play. They seem happier when their efforts are being channeled into scientific and educational endeavors, which is easier for the *Voyager* crew to cope with.

▶ Icheb improves the resolution of **VOYAGER's** scanners for his science fair project, and collects data on the distant **Orpisy Nebula**.



▲ Mezoti is interested in bugs, and builds a **Tairenian** ant colony. The insects are luminescent.

▶ Naomi Wildman learns about her father's homeworld by building a scale model of the planet.

▼ Rebi and Azan want to clone Naomi for their science experiment, but are persuaded to use potatoes.





SHIP:

**U.S.S. VOYAGER NCC-74656**

FACILITY:

**LOWER DECKS**

LOCATION:

**DECKS 12 TO 15**

The lower decks of the *Intrepid*-class *U.S.S. Voyager NCC-74656* are far removed from the streamlined corridors and welcoming rooms of the upper levels. Instead, their design is geared toward the efficient use of the space available, resulting in smaller passageways and confined workstations.

The *U.S.S. Voyager NCC-74656* represents the state of the art in starship design when it is launched in 2371, incorporating the very latest systems and technology. The *Intrepid*-class is a relatively small and compact vessel, designed for deep-space exploration with a crew complement of about 150 personnel – much smaller than those found on *Galaxy*-class ships – and only 15 decks. This reduction in the number of decks does not reduce the vessel's effectiveness in carrying out its multiple mission roles, but it does mean that the living and working environment of the crew populating the vessel is reduced in relation to larger classes of *Starfleet* vessels. The traditional vertical design of the *Intrepid*-class decking means that the further down one travels, the further away the individual will be from the control center of the ship, based on Deck 1, and the majority of the major departments. All decks below Deck 11 are therefore classed as 'lower decks,' because Deck 11 houses the last major area of the *Intrepid*-class design: Main Engineering.

### Down below

Following one of several naval traditions from Earth history, all *Starfleet* vessels over a certain size have lower decks. The connotation of this description may sometimes be viewed as derogatory, referring to departments and possibly even personnel who do not carry out a vital role within a starship. In the case of *Voyager*, this description is somewhat unfair – due to the uniquely precarious nature of the isolated *Starfleet* ship, all departments and crew are vital to the ongoing survival of the vessel as there are no opportunities to rotate out under-achieving personnel or replace them with fresh *Starfleet* crew members. It is, however, true to say that the overall design of the lower decks is different to those above, as the exterior shape of the *Intrepid*-class design means that economies of scale have

to be employed at the very bottom of the inwardly curving main hull.

Decks 12 to 15 house a number of major systems that have localized controls, as well as remote stations built into the Main Engineering and bridge interfaces. The number of crew working on these decks is somewhat smaller than the complement found on the larger upper decks, because much of the infrastructure is taken up with large pieces of equipment, such as navigational and environmental controls, the



▲ Captain Kathryn Janeway spends little time on the lower decks of the *U.S.S. VOYAGER NCC-74656*. Rather ashamedly, she must ask for directions when searching for the plasma relay junction room in 2376.



▲ The lower decks of the *U.S.S. VOYAGER* are much darker than the corridors that Captain Kathryn Janeway usually walks through on the upper levels of her starship.

◀ Crewman Harren is most at home in the plasma junction relay room on Deck 15, where he can continue his theoretical cosmology studies in peace.



Location:  
**LOWER DECKS**

Decks:  
**12 to 15**





## FILE 29 U.S.S. VOYAGER NCC-74656



support structure for the warp core stack, and the housings for the retractable landing struts that are used when the starship sets down on a planet surface. Despite large areas that require minimal access or permanently assigned personnel, there are still vital systems that require monitoring and attention at all times, such as the base of the primary computer core on Deck 12, and the **plasma relay junction room** on Deck 15.

### Confined area

Deck 15, the lowest deck on *Voyager*, typifies the design seen in Starfleet vessels, with a lower permanent crew complement than other areas of the ship. Connected to the rest of the vessel by the **turbolift network**, this deck has a far more confined feel to it than the more spacious ones above. Access to this deck is a permanent requirement, particularly by the engineering crew based on Deck 11, as requests and requisitions for the transfer of power are routinely delivered by hand from the chief engineer to the crew member stationed within this section – usually **Crewman Mortimer Harren**, an extremely competent

theoretical cosmologist, who prefers the isolation of this deck in order to concentrate on his theories concerning the origin of the universe. Requests for power transfers are dealt with quickly and efficiently, despite his objections to being disturbed. The very high number of wall consoles and control systems are within easy reach, due to the cramped conditions within his duty station.

The design of Deck 15 is slightly different to other decks. It dispenses with much of the aesthetic trappings of the rest of the vessel, and is designed to create an illusion of space due to the use of light colors and bright lighting. On entering the deck from the turbolift, an individual is confronted with a series of narrow passageways that have a number of open bulkheads, which mirror the inward curves of the walls toward the low and narrow ceiling. The passageways are designed for ease of use, but are not as wide as those on the upper decks, so passing another crew member often means sidling to avoid a collision. There is very little paneling hiding the various conduits running along the



◀ The landing struts that are used to support the U.S.S. VOYAGER NCC-74656 when it descends through planetary atmospheres to land on the surface of an alien world, are housed in the lower decks of the INTREPID-class vessel.

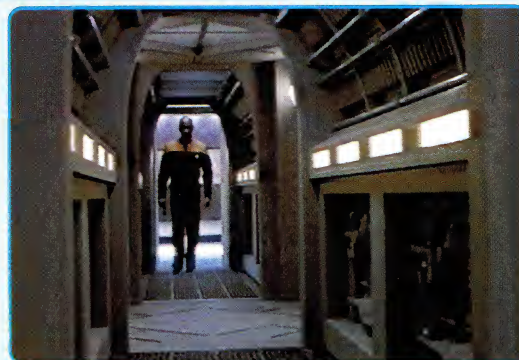
corridor walls, allowing immediate access to a number of exposed systems on the lower section of the bulkheads. Illumination is provided via a number of rectangular panels running along the center of the corridors at a height of around one meter, but there are areas off the main thoroughfare that are lit only by the emissions from various power conduits and display screens.

### Metallic maze

The floor of Deck 15 consists of a bare metallic mesh that creates an echoing sound when personnel walk across it. There are many levels of sound within this deck, from the familiar rumble of the ship's engines to the electronic noises made by the wide variety of mechanisms that are active within the area. The entire deck is something of a maze and can be difficult to navigate by crew members who do not visit the

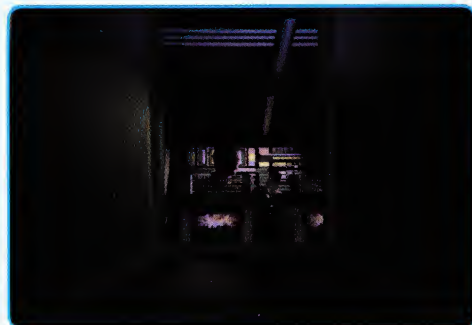
◀ The lower decks are illuminated by a series of strip lights which are located at waist height at regular intervals along the network of corridors.

◀ The confined corridors that sprawl throughout the lower decks feature curved bulkheads that arc toward the low ceilings.

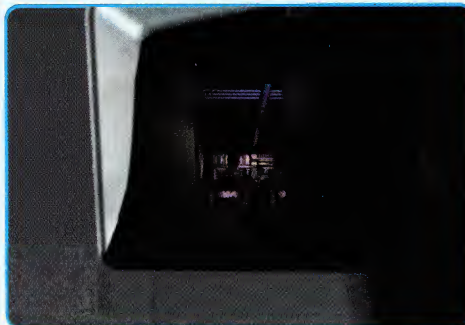


area frequently, although a series of manned junction rooms aid in the location of a specific department. Lower-ranking personnel may have their accommodation located within specially designed quarters within the lower decks, often sharing rooms with a shipmate; Astrometrics specialist **Tal Celes** and **Security Officer William Telfer** share quarters, for example.

All of *Voyager's* crew eat within the mess hall located on Deck 2, however. This is designed to bring the entire crew closer together as a community, and while some crew, such as Mortimer Harren, may choose to eat alone, the environment allows **Captain Kathryn Janeway** to mingle informally with her crew and get to know even those personnel she seldom sees, such as **Crewman Mitchell** and **Ensign Culhane**, who both work on Deck 15.



◀ Crewman Harren cares little for the company of his fellow crewmates aboard the U.S.S. VOYAGER NCC-74656. His small duty station is illuminated by the glow of the various consoles within it.



◀ The plasma relay junction room is located on the starboard side of the U.S.S. VOYAGER, on Deck 15, the vessel's lowest level. A single, small window faces out into space.



◀ The U.S.S. VOYAGER's lower decks are outfitted with their own series of escape pods in order to hasten the evacuation of the INTREPID-class starship in the event of a catastrophic disaster.



## FILE 47 BAJORAN PERSONNEL

## Neela

This cheerful and diligent Bajoran engineer seems to be the model of efficiency and propriety, but her friendly manner conceals a psychological weakness that leads her to commit sabotage and murder, all in the name of the Prophets.

**N**eela, a young Bajoran woman, is assigned to *Deep Space Nine* in 2369. Her phenomenal engineering skills rapidly draw her to the attention of Chief Miles O'Brien, and she is promoted to the position of his assistant, with access to almost all levels of the station's systems.

## Trusted aide

A neat and trim figure in the lilac and gray uniform of the Bajoran support services, with auburn hair tied back in a practical bun, Neela radiates brisk efficiency and good humor. She soon becomes a familiar figure working in the heart of Ops. Her demeanor and body language are open and unguarded, and she seems to epitomize stability and reliability. This is exactly the impression she is hoping to achieve.

Among the complex tasks in which Neela participates is the rerouting of the station's signal

enhancement modulators to the main sensor array, to boost the image enhancement and transformation functions, in order to process archival images from the Cardassian labor camp at Gallitep. Her skills are on a high level, leading Chief O'Brien to admit that, in some areas, she has even managed to teach him a thing or two.

Despite the fact that there are still residual tensions between most United Federation of Planets and Bajoran personnel at this time, Neela's diligence and affability make her a trusted and well-liked figure, known all over the station.

## Pawn of the Prophets

Neela's skills as an engineer are genuine, but her intended agenda stretches far beyond mere care and repair work on the station. Neela is an orthodox adherent of the Bajoran faith, and her genuine devotion to her religion is noticed, and twisted into activism, by

## PROFILE ON NEELA

**NAME:** Neela

**LIFE FORM:** Bajoran female

**OCCUPATION:** Engineer

**REMARKS:** A member of the orthodox Bajoran sect led by Vedek Winn. Neela's devotion to her faith is manipulated by Winn into fanaticism; spurred on by the vedek, Neela commits murder and sabotage, and attempts to assassinate one of Bajor's leading figures.

**STATUS:** In custody. Neela is turned over to the Bajoran authorities following her attempt to assassinate Vedek Bareil.

**FIRST SEEN:** "Duel" [DS9]



▲ *Neela is a model officer; a good-natured individual who is always prepared to lend a hand. She is easily led into a murderous plot, however.*

Vedek Winn following the tragic loss of the Bajoran spiritual leader, Kai Opaka.

Vedek Winn is one of the candidates for the vacant office of kai; opposing her is Vedek Bareil, head of a more liberal order, who has greater public support. Winn is a manipulative, shrewd, and unscrupulous woman, but to the gullible

Neela, she is the voice of the Prophets, the Bajoran deities, and as such can do no wrong.

Winn, discovering Neela's engineering expertise, befriends the girl, who is honored to have such an illustrious person seek her company. Pretending a special interest in Neela's welfare, Winn gives her

private audiences for prayer and meditation, in which Neela's faith is hammered into fanaticism. She is encouraged to think of herself as an instrument of Winn's, and by extension the Prophets', will. She is prepared for one purpose only: to assassinate Vedek Winn's rival, Vedek Bareil.

Aboard *Deep Space Nine*

Neela is maneuvered into taking a job on *Deep Space Nine* where her own skills, as anticipated, rapidly enable her to attain a position of responsibility. Over a time, she gains the trust and respect of the station's senior staff, particularly of O'Brien, who comes to regard Neela as such an asset that his wife, Keiko, begins to express some concern over the relationship, though she attempts to pass it off as teasing.

## EARNING O'BRIEN'S TRUST

★ **Skilled officer**  
*Neela displays incredible talent as an engineer, and quickly impresses O'Brien with her skills.*



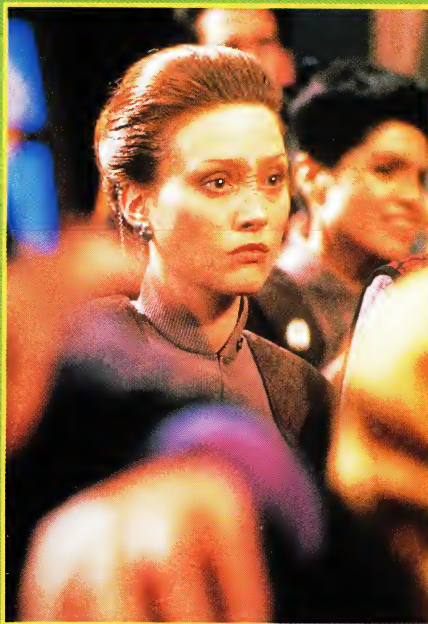
★ **Closer than friends?**  
*Neela and Chief O'Brien work together so well that O'Brien's wife, Keiko, begins to question how close they really are.*



★ **Ready and willing**  
*Neela is always ready to assist Chief O'Brien with the most difficult tasks, even in the most confined locations aboard DEEP SPACE NINE.*



## Neela



★ **Unlikely killer**  
Neela's appearance in the crowd provides no warning of what her intentions hold.

★ **Purposeful**  
The young engineer strides through the crowd, intent on the mission at hand.



★ **Absolute shock**  
Vedek Winn betrays nothing of the fact that it was she who coerced the young Bajoran into making an attempt on Vedek Bareil's life in the name of the Prophets.



Neela secretly betrays the confidence of the station's officers as quickly as she gains it. She steals an **EJ7 Interlock**, an engineering device used to open critical system-access panels, from O'Brien's tool kit in order to access restricted areas on the station.

One of the first actions she undertakes as part of her new agenda is to plant a **subspace device** into an **isolinear co-processor** in security, thus disabling the weapons detectors on the Promenade so that the **phaser** she intends to use to assassinate Bareil will not be prematurely detected. Additionally, she also initiates a computer program which is intended to bypass the defenses of *Deep Space Nine* and enable her to escape via a **Runabout** after the assassination.

### Orchestrated outrage

At roughly the same time, Vedek Winn makes an informal visit to *Deep Space Nine*, and, while inspecting Keiko O'Brien's schoolroom, makes a protest on religious grounds, claiming that the teaching of scientific theories detailing the origins and use of the **Bajoran wormhole** is blasphemy. In fact, Winn could not care less what Keiko teaches; her only objective is to cause friction to escalate aboard *Deep Space Nine* to the point where her political rival, Vedek Bareil, will be forced to visit the station – where Neela will be waiting to kill him.

The plans of both women go awry, however; against the odds, the remains of **Ensign Aquino** –

*"The Prophets have spoken. I answered their call."*

— Neela after her arrest

who is murdered by Neela when he discovers her plot – are discovered, leading to the detection of Neela's intended escape route, and leaving her with no means of fleeing *Deep Space Nine* after the assassination.

Vedek Winn is initially frustrated by the reasonableness of most inhabitants of the station, who refuse to become obligingly outraged – until she organizes a violent protest by having Neela blow up Keiko O'Brien's classroom on the Promenade. At this point, Vedek Bareil is, as Winn and Neela planned, drawn into the conflict. As he and Winn make a show of speaking jointly for peace and reconciliation in front of the ruined schoolroom, Neela draws her phaser and prepares to strike.

### Failed plot

Neela's skills as an assassin, however, do not match the flair she shows for sabotage. The vigilant **Commander Benjamin Sisko** sees her taking aim and thwarts the assassination attempt, taking the young engineer into custody. As instructed by Vedek Winn, Neela insists that she was acting alone, confident that her faith and devotion to the Prophets will gain her rewards in the afterlife, whatever she has to suffer on the mortal plane.

★ **Assassin**  
Neela raises her phaser, ready to murder Vedek Bareil on *DEEP SPACE NINE*. She is swiftly taken into custody before she can carry out her cold-blooded objective.

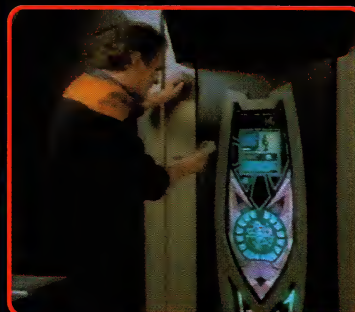


## MURDEROUS AGENDA

### Unlucky ensign

An early victim of Neela's actions is Ensign Aquino, a Starfleet engineer. Neela, using a stolen security override tool, is attempting to prepare her escape route for after the planned assassination when she is discovered by Aquino. She phases him to death, then hides his body and the tool in a power conduit, which she activates to destroy the evidence of her crime. O'Brien's scans locate the residue of the security device, and, as O'Brien's assistant, Neela is ironically on the scene to 'discover' the evidence of her own crime.

◀ Neela's plot begins to unravel when Chief O'Brien detects the remains of the security override device that the young Bajoran had stolen from him, and later vaporized in a power conduit.



▶ Neela works alongside Chief O'Brien as he works to uncover evidence leading to the death of Ensign Aquino. O'Brien is unaware that the murderer is his young companion.





# Derran Tal

Derran Tal does not enjoy the regimented and isolationist lifestyle of the Varro, and would much rather be exploring the Galaxy and meeting new life forms. She is passionate about many things, including her clandestine romance with Ensign Harry Kim.

**D**erran Tal, an attractive young Varro woman, is an assistant engineer on the **Varro Generational Ship**; her quarters are in Segment 16, Station 204. It is unknown whether Derran is part of her name or a Varro rank designation, as she is frequently referred to simply as 'Tal.' In terms of her general appearance, Tal could easily be mistaken for a human female in her mid-to-late 20's, of medium height, with long dark hair. A more intimate examination would reveal that she has narrow skeletal ridges, characteristic of her race all the way down the center of her back.

Tal is a frustrated explorer, who considers that nothing could be more liberating than to seek out new life and the unknown. She shows a keen interest in Galactic phenomena

such as nebulas, and regrets having to scan them through long-range sensors instead of seeing them close up. One of her fantasies is to spend time on a distant moon with warm air, light gravity, and no bulkheads around her; a place where she might fly if she walked too quickly. This heartfelt desire, coupled with a willingness to interact with other species, is a characteristic that is untypical of her race.

## Illicit affair

In 2375, the Varro experience a number of technological problems with their *Generational Ship*, and Tal is one of the key personnel assigned to help. While repairs are being attempted, the Varro are contacted by the **U.S.S. Voyager NCC-74656** and, after the Varro's initial suspicions are allayed, a number of *Voyager's* crew

are allowed to assist. During that period, Tal meets **Ensign Harry Kim**, and they immediately form a rapport that soon grows into a passionate relationship, that will last

for more than two weeks. Tal knows that neither her superiors nor Harry's would approve of the relationship, but, nonetheless, she reassures the young ensign and encourages him to continue. As a special surprise, Harry transports Tal to a shuttlecraft and takes her to see a nearby **Class-3 nebula**.

## ★ Working with aliens

*Most Varro consider it to be an inevitable chore that they must accept the help of the crew of the U.S.S. VOYAGER, but Tal is keen to make friends.*

## ★ Engineer

*Derran Tal is an assistant engineer aboard the network of interconnected ships her people call home, but she is more interested in sabotage than repair.*

## PROFILE ON DERRAN TAL

**NAME:** Derran Tal

**LIFE FORM:** Varro female

**OCCUPATION:** Assistant engineer on the *Varro Generational Ship*.

**REMARKS:** Unlike most of her race, who favor an isolationist policy, Tal would prefer to see more of the universe, and is keen to get to know the aliens with whom her people inevitably come into contact.

**STARSHIP LOG:** 'The Disease' [VOY]

**Derran Tal has grown up on the VARRO GENERATIONAL SHIP, but dreams of seeing more of the Galaxy.**



## LIFE IN A FLOATING CITY



It is a measure of their mutual love that despite their differing backgrounds, Tal and Kim are completely comfortable in each other's company. Kim's more serious side is perfectly complemented by Tal's playful sense of humor.

They never argue or have fights and, if anything, their feelings grow stronger over time. To some extent this may be due to a Varro physiological trait known as the **olan'vora**, which translates as "shared heart." A painless but unusual side effect is that

## ★ Dull life

*The dull tones of the uniforms worn by Tal and the other Varro give an indication of the regimented life lived by the residents of the VARRO PODS.*

## OTHER CARDS IN THIS FILE...

15 SOREN

36 ETANA JOL

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## Derran Tal



### ★ Loving the alien

*Derran Tal falls in love with handsome human Ensign Harry Kim, even though such liaisons are forbidden by her people.*



### ★ Strong bond

*Tal and Harry become so close that he begins to experience physiological changes generally experienced only by the Varro.*

*"If you believe in something strongly enough you can't ignore it. Even if it means breaking a few rules."* — Derran Tal

the skin may luminesce; when two Varro merge, as they describe it, their biological connections become stronger, and the more they are together the more difficult the process is to reverse. A prolonged period of separation can be an effective remedy, but the erstwhile partners may suffer a form of withdrawal, with symptoms including chronic sleep loss and acute gastroenteritis. These can be controlled by medication, if the patient desires.

### Sabotage

Unlike the majority of the Varro, Tal considers the *Generational Ship* to be more of a prison than a home. Her quarters are both functional and homely; it is the isolationist policy of the Varro to which she objects rather than her environment per se. She belongs



### ★ Looking human

*Tal appears to be an average human at first look, although her clothes hide some bony ridges that set her apart.*

to a covert group of hundreds of dissidents who want to gain the freedom to go where they choose and live as they wish, rather than skulking in their massive ship, afraid to make contact with the inhabitants of any planet they pass



### ★ Encouraging

*Harry Kim is concerned about the taboos surrounding his love for Tal, but she encourages him to continue the relationship.*



### ★ Romantic getaway

*Tal and Harry spend a date visiting a nebula, which Tal finds enchanting. She has never been so close to one before.*

and running away from anything that appears to be different.

To achieve their ends, the group introduce silicon-based parasites to the linkages between the segments of the *Generational Ship*. The parasites feed on **duranium** alloys and cause microfractures to develop: the group's intention is that the ship will effectively be dismantled into a fleet of segment-sized ships that will become autonomous – those that wish to can continue to travel together, while others can strike out on their own. This act of sabotage carries the risk of causing decompressive explosions and numerous casualties, however, and Tal is persuaded to help the *Voyager* crew's efforts to slow down the parasite growth while the most dangerous areas are evacuated.

Tal's efforts are successful, and although the *Generational Ship* breaks up into individual segments, no lives are lost. Perhaps for this reason, Tal and other dissidents are not punished by the other Varro, but are allowed to leave as they had originally planned. Tal's immediate target is to revisit the **Natori system** in order to study a pair of binary stars caught in each other's gravity. Her freedom does not come without a price, however; she has to leave behind her lover Harry Kim, who chooses to remain with his friends aboard *Voyager*.

## SPECIES TO SPECIES

### Forbidden love

Romantic liaisons and intermarriages between different species are quite commonplace by the 24th century, and in most cases there are few problems with biological and genetic compatibility. Known examples include Klingon-human, Vulcan-human, Klingon-Trill, Klingon-Romulan, and Bajoran-Cardassian. In some instances, a liaison can be regarded as taboo; with lengthy states of hostility existing between Klingons and Romulans, such a union would be likely to attract a considerable stigma, and thus the daughter of a Romulan guard and his Klingon prisoner on Carraya IV is not encouraged to leave the safety of her unconventional colony. Similarly, Cardassian-Bajoran offspring, resulting from Cardassian leaders taking Bajoran women as mistresses during the occupation, are shunned by Cardassian society. Other species have specific cultural protocols against relationships with anyone from outside their race. The androgynous J'naii, for example, forbid any J'naii to express a gender preference, which militates against liaisons with gender-differentiated species. Despite the many problems that prospective lovers may have to overcome, the old Earth adage "love will find a way" is often proved to be correct.



### ▲ Klingon tradition

*The Trill Jadzia Dax has to fulfill a series of Klingon rituals before she is allowed to marry Worf.*



### ▲ Happy family

*The human Amanda Grayson fully integrates into Vulcan culture after marrying Sarek.*



### ▲ Changing times

*Changeling Odo admires Bajoran Kira Nerys from afar for many years before they begin a relationship.*



### ▲ Half-human

*Deanna Troi, who has a human father, has inherited only limited Betazed empathic abilities.*



# Commander Paxim

The Talaxian Commander Paxim is not afraid to take on the mighty *U.S.S. Voyager NCC-74656* when it is captured by the Kazon in 2372. His courage and resourcefulness help to ensure that the Starfleet vessel is returned to its rightful owners.

**T**alaxians are often thought of simply as merchants, who have lived a nomadic existence across the Delta Quadrant since their race lost its homeworld in a devastating war with the Haakonian Order. In fact, this displaced race still maintains an impressive military presence, which includes a number of well-armed *Talaxian Fighters*.

## Protecting the weak

Commander Paxim is the commander of one such *Talaxian Fighter*, and from it he controls the actions of several other similar vessels and their crews. When on duty, he wears a two-piece uniform, made from a quilted gray material with an overlapping hexagonal collar. Like all members of his race, Paxim is a bipedal humanoid with a series of cranial ridges that cascade back from above the eyebrows to the top of the head. He also has a lateral ridge on either side

of his face, close to the area where human cheekbones are located. His fair, collar-length hair is swept back in a neat and precise style. Mottled brown markings, similar to birthmarks or freckles, cover his forehead, temples, and cheek-ridges.

## A soldier who cares

Commander Paxim is undeniably a brave man with a true warrior spirit, but at the same time he displays more compassion and altruism than might be expected of a career soldier. This may be a reflection of the injustices he has seen his race suffer; having witnessed his own people being dispossessed, he is perhaps more quick to come to the aid of others who find themselves in similar situations.

These qualities come to the fore in 2372, when he is contacted by Lt. Tom Paris, a human from the *U.S.S. Voyager NCC-74656*, who is seeking help in repelling a Kazon attack on his vessel; the Kazon have taken over

## PROFILE ON A TALAXIAN

**NAME:** Paxim

**LIFE FORM:** Talaxian

**RANK:** Commander

**OCCUPATION:** Commanding officer of a fleet of *Talaxian Fighters*.

**REMARKS:** Paxim is a compassionate man who is more interested in defending the weak than in conquest and glory.

**MISSION:** Paxim and his troops help retake the *U.S.S. Voyager NCC-74656* from Kazon hijackers.

**STARSHIP LOG:** 'Basics', Part II [VOY]



▲ Paxim is a neatly dressed military officer who displays a great deal of confidence in his men and equipment, but very little arrogance.

## RACING TO THE RESCUE



### ★ Nebula retreat

Paxim's TALAXIAN FIGHTERS create a diversion that allows Tom Paris to target VOYAGER's primary phaser couplings.



### ★ Communications monitored

Paxim scans subspace channels for information on the Kazon take-over of the *U.S.S. VOYAGER*.

the ship as they want to steal its technology, and have stranded its crew on the hostile planet Hanon IV. Paxim has never met Paris before, and has nothing to gain from helping him, but nonetheless he agrees to mobilize two *Fighters* to rendezvous with Paris's Starfleet shuttlecraft. The

commander's mind may be swayed by the fact that there is a single Talaxian among the *Voyager* crew, but it is unclear if he is even aware of this fact when he agrees to lend Paris his aid.

## Helping hand

Paxim does everything he can to help Paris, whom he clearly considers to be in the right. He readily informs the Starfleet officer that he has intercepted a global subspace broadcast by the Kazon, who are boasting that their attack was successful and that they have captured *Voyager*.

He is honest and pragmatic in his approach to Paris's dilemma. He has gained no knowledge of the fate of the crew from the Kazon broadcasts, and he neither tries to shield Paris from this news, nor offers him false hope. He speaks

out when he feels caution is advised, however: he has no qualms about helping Paris with repairs to his own craft, but makes it clear that he considers the *Talaxian Fighters'* chances of overpowering the better-armed Starfleet vessel to be slim. Paris's pleas that his crew are counting on the Talaxians' assistance, however, win over the commander, and further claims that his knowledge of *Voyager's* systems and vulnerabilities will make a difference convince the Talaxian that the cause is not a hopeless one.

The task facing Paxim's *Fighters* is helped by Tom Paris, who surreptitiously contacts *Voyager's* holographic Doctor, who is still aboard the hijacked vessel, and tells him to get the computer to block the discharge from the back-up

## OTHER CARDS IN THIS FILE...

27 DANARA PEL  
31 WIXIBAN

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# Commander Paxim



## ★ Victors on the bridge

**Commander Paxim and Lt. Tom Paris stand side-by-side on the bridge of the retaken U.S.S. VOYAGER NCC-74656. The Talaxians are a gentle race by nature, but their military prowess proves to be more than a match for the less disciplined Kazon.**

phaser couplings before the counter-attack begins. This ensures that when Paxim's *Talaxian Fighters* attack *Voyager*, their greater maneuverability will enable them to break away and head for the safety of a nearby nebula. As the small ships are out-gunned by the Kazon-controlled Starfleet vessel, this makes it look as if they are retreating from their attack, whereas in fact they are hoping that the Kazon will follow.

## Retaking the ship

The Kazon focus their attentions on the pursuit of Paxim's *Fighters*, giving Paris the distraction he needs to move in with his shuttle and take out *Voyager's* primary phaser couplings; when the Kazon attempt to use the back-ups, there is a massive short-circuit which renders all on board unconscious. Paris then transports Paxim and his subordinates onto *Voyager's* bridge, where they are able to disarm and round up any of the dazed Kazon who have not managed to escape. During the retaking of the vessel, Paxim seems happy to follow Paris's orders and to instruct his men to do the same; he is not an arrogant leader, and steps aside readily in a situation where Paris is clearly the more logical mission commander.

While Paris is busy reestablishing control of the ship, Paxim monitors the sensors and notices that a **Kazon shuttle** has already left, and that several escape pods

containing Kazon survivors have been launched. He readily accepts Paris's decision to take no action against the escaping Kazon, however, seeing the sense in the lieutenant's decision that rescuing the displaced crew members from the surface of Hanon IV should be their top priority. Unlike a soldier from a more warlike race, he would take no pleasure in shooting down the escape pods for the sake of it – winning back the ship has been victory enough.

With *Voyager* secured and the Kazon dispatched, another soldier may well have chosen to part ways with Tom Paris and his ship; Paxim certainly owes them no more of his time or resources. The valiant Talaxian and his crew choose to remain with the Starfleet officer until they have picked up Tom's crewmates from **Hanon IV**, however, demonstrating his compassion for others once again.

Once the *Voyager* crew have been retrieved, Paxim leaves the

"Our ships are no match for *Voyager*, and your shuttlecraft can hardly be expected . . ."

— Paxim to Paris

## ★ Prisoners of war

Once Paris returns, Paxim and his men quickly round up the last of the Kazon who have not fled the ship. The Talaxians are not a blood-thirsty force, however, and are happy to take their prisoners captive rather than shooting them.



ship and presumably returns to his regular patrols. He has taken no reward for his selfless actions, and has gained nothing except a sense of pride in doing the right thing. He may have lost his home forever to fascist invaders, but he has ensured that a similar fate has not befallen the crew of a Starfleet vessel who have already endured enough hardships in their difficult journey through the Delta Quadrant. In this, he and his men can take at least a measure of comfort.

## PERILOUS JOURNEY

### Aliens on Board

During its lengthy journey through the Delta Quadrant, the **U.S.S. Voyager** has been boarded by alien forces on many occasions, some of which have resulted in the Starfleet crew losing command of their vessel temporarily. In 2371, several crew members are possessed by aliens who wish to drain neural energy from their victims. The following year, *Voyager* is attacked by a psionic field and boarded by Bothans. In 2372, there are further skirmishes with the Kazon, and the Vidlians overrun a duplicate *Voyager* created by a subspace field. A swarm of aliens attacks in 2373. The ship is also infected by a macrovirus in that year, and on another occasion, the cunning Nyrians briefly abduct and imprison *Voyager's* crew on their own vessel while they appropriate the Starfleet ship for their own use. In 2374, the Hirogen capture the ship and its crew in order to play out a deadly hunting game on its advanced holodecks. In 2375, the Devore Imperium subjects the ship to a series of rigorous searches as it travels through Imperium space; photonic life forms become embroiled in one of Tom Paris's Captain Proton holodeck programs; *Voyager* is 'eaten' by a massive bioplasmic entity; and a sentient bomb holds the crew to ransom. *Voyager's* trials and tribulations continue during 2376, when it is attacked by nucleogenic life forms and caught up in a battle between the Vaadwaur and the Turei.



## ▲ Nyrians take over

The Nyrians hit the **VOYAGER** crew with phaser blasts that transport them off the ship and into a prison vessel.

## ▶ Shoot!

There is sometimes little option but to resort to violence in an effort to dispatch intruders aboard **VOYAGER**.





# Bioimplants

Bioimplants enable doctors and scientists to do to people what engineers have been doing to mechanical devices for years: perform upgrades and repairs by replacing component parts. Surgically inserted bioimplants link with the host system's biology to heal injuries or add new capabilities.

**S**tarfleet doctors categorize **bioimplants** as a purely medical application, but some less ethical cultures use such devices to leapfrog evolution, impose societal controls, inflict pain, and even to commit genocide. Not only do bioimplants have different uses, but they also vary widely in appearance and levels of sophistication. At one end of the spectrum are bioimplants capable of minimal interaction with the host and programmed to handle just one or two functions, at the other are devices that can change the fate of an entire race.

The scam artist **Ardra**, for example, has a bioimplant that detects her eye blinks and responds by sending commands to her ship. This relatively low-tech implant enables Ardra to cause earthquakes and holographic projections on **Ventax II**, and at least two dozen other worlds, and thus successfully extort vast sums from terrified and superstitious natives. The **Cardassians** use simple implants to aid torture, as **Jean-Luc Picard** discovers when a small device is installed within his chest, prior to grueling torture

sessions with **Gul Madred**, who utilizes a **PADD** programmed to interact with the implant. The **Cardassians** also ensure their own agents can endure torture, as **Julian Bashir** learns when he discovers an **Obsidian Order** implant in **Elim Garak's** brain. This piece of highly classified biotechnology produces floods of endorphins to counteract painful interrogations.

## Implanted obedience

**Captain Arctus Baran**, the mercenary archeologist, maintains discipline on his ship with neural implants installed in each crew member. Baran's control device can tune into the individual's **neural servo** to produce intense pain and even death. Baran's crew's implants are placed on their neck with a portion of the device clearly visible; the units look something like the **cortical stimulators** routinely used by Starfleet doctors.

Another simple bioimplant, a **Romulan bomb**, is placed in the forearm of a **Klingon** in 2367. The suicidal detonation on **K'mpec's** ship is the first salvo from the **Romulan-Duras** alliance that will later throw the **Klingon Empire** into civil war. The **Founders** install a

simple termination implant in the brain stem of their **Vorta** clones, with the expectation that any Vorta will obediently self-destruct under a certain set of circumstances.

More advanced bioimplant technology, on a level equal to or slightly higher than that of the **United Federation of Planets**, is not uncommon. Federation scientists have a long history of developing bioimplants for medical purposes. As early as 2368, the blind are helped to see via a literal net of information-gathering sensors, worn over clothing, that transmits data to the brain. **Dr. Miranda Jones** wears such a net during her visit to the **U.S.S. Enterprise NCC-1701**. A century later, the technology evolves into a **VISOR**, such as the one given to **Geordi La Forge**. A few years later, the development of cybernetic implants provides the same visual assistance without the clumsy VISOR device.

By 2368, Federation scientists have had some success using bioimplants to overcome crippling spinal cord injuries. Using **neural transducer implants** to broker communications between the brain and muscles, a recovery of 60 to 70 percent of original mobility is



▲ An alien con artist claims to be **Ardra**, an evil being from the mythology of **Ventax II**. She performs godlike acts of power by activating a tiny bioimplant in her eyelids, which she operates by blinking.

expected. Standard limb and joint replacement bioimplants, such as **Rom's** leg and **Tuvok's** elbow, are commonplace and provide uncompromised functionality. Soccer champion **Golanga** has his career saved by a replacement knee, though he is never quite the same player afterward.

One of the most common uses for bioimplant technology is as a lie-detector. Debriefing an enemy is a time-consuming process, made simpler with a variety of neural implants and probes. Starfleet's **Section 31** uses implanted neurosynaptic relays to record neuroelectrical responses during questioning. The **Dominion** applies cortical implants to probe the memories of its detainees.

One of the most advanced interrogation bioimplants is the one used by the **Prytt** in 2370 on **Jean-Luc Picard** and **Dr. Beverly Crusher**. These implants connect

◀ **Elim Garak** is fitted with a bioimplant that releases endorphins into his brain when he is being tortured, enabling him to endure terrible pain.



▲ **Captain Picard** is tortured by the **Cardassians**, who use a bioimplant that inflicts pain on the command of a **PADD**.

▶ The most beneficial use of bioimplants is to correct debilitating physical conditions. Such devices have been in use for more than a century; one of the earliest is the sensor web dress worn by **Dr. Miranda Jones**, which enables the blind psychologist to 'see' her surroundings.





# EQUIPMENT AND TECHNOLOGY

## Bioimplants

FILE 66 CARD 39



⬆ **Nog is fitted with bioimplants to replace the leg he loses in battle with the Dominion at AR-558.**

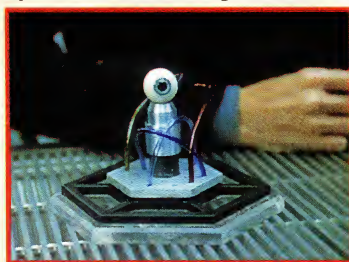


⬆ **Operatives of the Romulan Star Empire use several bioimplants, mostly for nefarious purposes.**

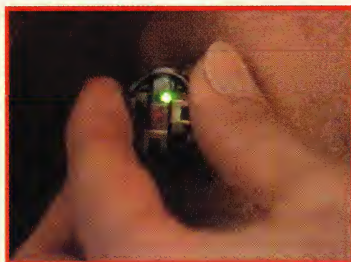


⬆ **Borg nanoprobes travel around the bloodstream of a Borg drone, effecting repairs.**

⬇ **Seven of Nine is fitted with a bioimplant to replace the eye she lost as a Borg drone.**



⬆ **A Prytt implant enables Captain Picard and Beverly Crusher to 'hear' one another's thoughts.**



⬆ **Bioimplants such as dataports can be used for criminal activities, such as hacking into computer systems.**

to the cerebral cortex and protrude from the skin at the base of the neck. After a calibration period of several hours, the device becomes synchronized with the host's **psi-wave** and becomes a thought transceiver, transmitting and receiving thoughts and images. In short, these bioimplants put Picard and Crusher in telepathic contact. Any attempt to distance themselves from each other generates incapacitating nausea.

The devices are later removed without any lingering ill effects.

**Orion Syndicate** operatives use a bioimplant device called a **dataport**, which is attached unobtrusively behind the ear. When ready to interface mentally with a target computer system, the user connects the dataport to the system with a small cable. The nimble and practiced mind of the dataport wearer navigates past crude security lockouts to steal money or data. Stronger security protocols, however, not only sense and block intruders, but can also send a feedback jolt powerful enough to cause injury or death. Dataports are not illegal, but many laws prohibit computer trespass and other activities for which they are used.

drone is composed of artificial components. Borg drones rely on **neurocortical stimulators** and biochips for brain functions. Communication within the **Borg collective** is coordinated via implanted neural **subspace** transceivers and audio implants.

### Assimilated advantages

Borg Drones do not consume biomatter to sustain their life forces. Instead, they rely on energy intake and regeneration. Implants synthesize organic molecules to feed biological tissues as needed.

A drone's vision is augmented via ocular implants so sensitive that they can detect irregularities in space-time. Personal protection is supplemented by exoplating, some of which is anchored to the skull by more than three million microconnectors. **Nanoprobes** travel the bloodstream looking to repair and restore damaged Borg implants. A network of assimilation microtubules is also part of a drone's body, allowing any drone to insert nanoprobes into others. Borg organelles and biosynthetic glands complete the reformed biology.

The Borg combination of bioimplants and biology is so complex that attempting to reverse the process is often fatal. **Seven of Nine** would not have survived had it not been for **Kes's** special mental abilities. Even so, no Borg drone can expect to become completely organic once the body becomes dependent on the bioimplants. Just as organic beings race to improve themselves with artificial devices, engineers are busy developing ways to add organic functionality, in the form of **bioneural gel packs**, to mechanical devices. Doubtless advances in both areas will be mutually beneficial.

## IMPLANTED JUSTICE

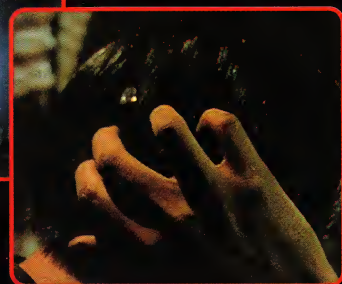
### Designed to cause suffering

Most cultures believe that individuals who break the law should undergo some penance for their crimes, but the severity of the punishments varies wildly from society to society. The United Federation of Planets focuses its efforts on the rehabilitation of offenders, but others are more determined to see criminals suffer. As incarceration is costly for any culture, one Delta Quadrant race, the **Baneans**, bypass this option by fitting their offenders with a bioimplant that regularly replays memories of the offender's crime – from the victim's point of view. In this way the criminal is reminded, every single day of their life, of the pain and suffering they inflicted.



⬆ **Tom Paris is fitted with a Banean memory implant of a murder he did not commit when he is framed as part of a political plot.**

⬆ **Inmates on the Akritirian CHUTE are fitted with implants that prevent them from thinking clearly.**



### Keeping order

Other cultures take the opposite approach, integrating bioimplants into their criminal justice system. The **Delta Quadrant Baneans**, for example, force criminals to relive their crimes through the eyes of the victim, every 14 hours, via implant-generated memory playback. All **Akritirian** inmates are outfitted with a device called 'the clamp' that is, in essence, a **synaptic stimulator**. Implants in the clamp stimulate acetylcholine production in the hypothalamus, making the prisoners aggressive, violent, and short-tempered. Attempts to remove the clamps are generally fatal.

Throughout the Galaxy, one civilization is synonymous with bioimplant technology: the **Borg**. Assimilation is, in fact, the process of removing inefficient organic body parts and replacing them with a series of bioimplants. Approximately one third of each



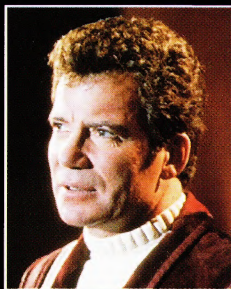


FILE 76 STAR TREK V: THE FINAL FRONTIER

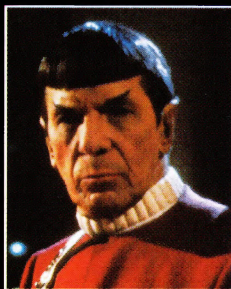
# STAR TREK V: THE FINAL FRONTIER Index

**Part 1** The recently commissioned *U.S.S. Enterprise NCC-1701-A* experiences a faltering start as it is hastily pressed into service on a mission to rescue three ambassadors being held hostage on Nimbus III, the Planet of Galactic Peace. For Captain James T. Kirk and his crew, the mission soon turns into a spiritual voyage of discovery.

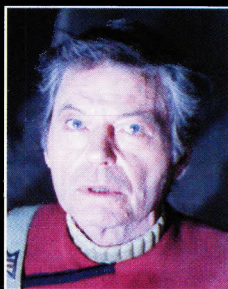
## PERSONNEL



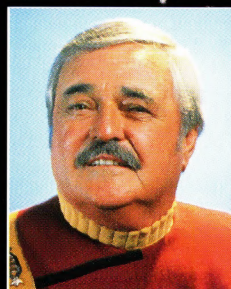
**Captain Kirk**  
File 43 Card 3A



**Captain Spock**  
File 43 Card 4



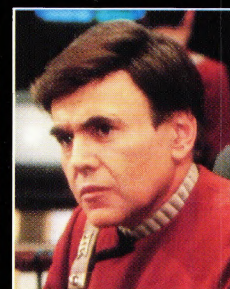
**Dr. McCoy**  
File 43 Card 5



**Commander Scott**  
File 43 Card 6



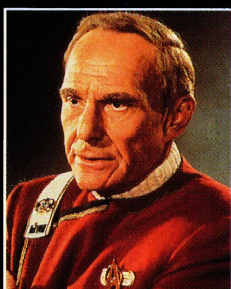
**Commander Sulu**  
File 43 Card 7



**Cmdr. Chekov**  
File 43 Card 8



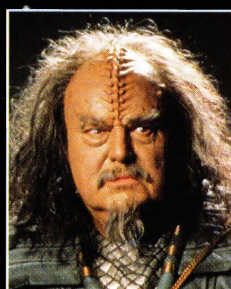
**Commander Uhura**  
File 43 Card 9



**Admiral Bennett**  
File 19 Card 2A



**Sybok**  
File 45 Card 3



**Korrd**  
File 4 Card 6A

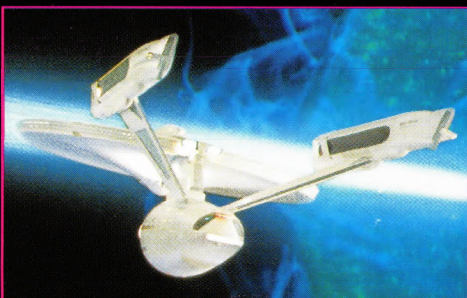
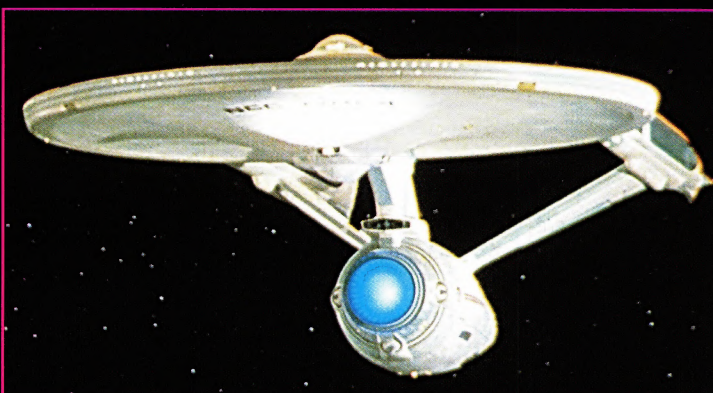


**St. John Talbot**  
File 4 Card 6A



**Caithlin Dar**  
File 4 Card 6A

## U.S.S. ENTERPRISE NCC-1701-A



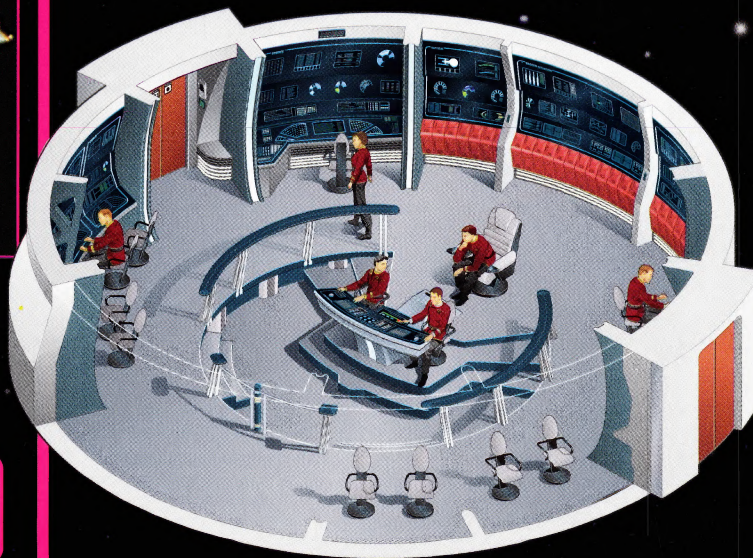
▲ The *U.S.S. ENTERPRISE NCC-1701-A* undertakes its first mission in 2287, when it is dispatched to Nimbus III.

**U.S.S. ENTERPRISE NCC-1701-A**  
File 22 Card 1

## MAIN BRIDGE

**ENTERPRISE:**  
Bridge  
File 22 Card 3

▼ The bridge of the newly commissioned *U.S.S. ENTERPRISE NCC-1701-A* dispenses with many of the push-button controls of its predecessor in favor of vast arrays of touchscreen monitors.





## STAR TREK V: THE FINAL FRONTIER Index Part 1

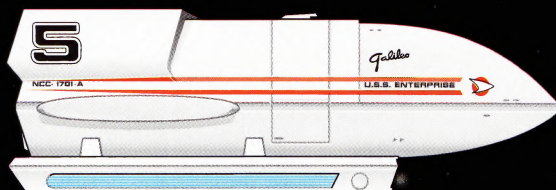


### GALILEO 5 SHUTTLECRAFT

**GALILEO 5**  
File 22 Card 7



FORE VIEW

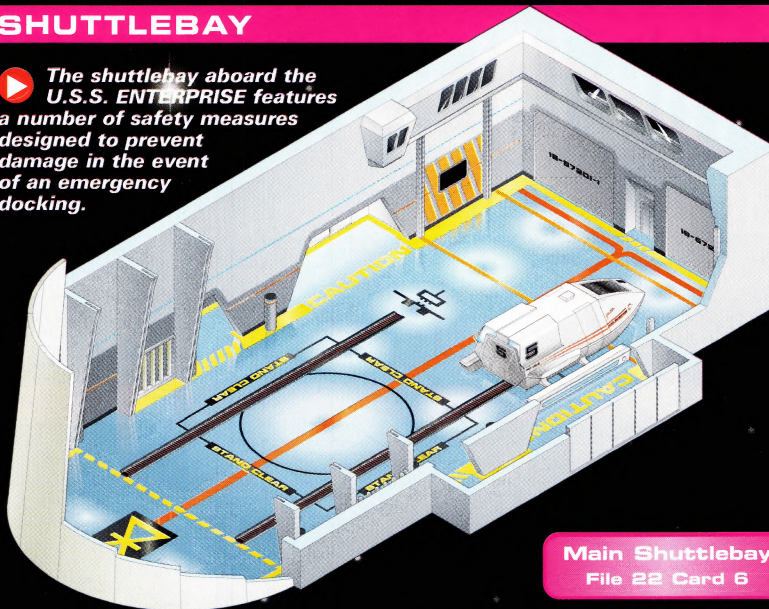


STARBOARD VIEW

▶ The **SHUTTLECRAFT GALILEO**, and its sister vessel, the **COPERNICUS**, prove to be invaluable to the crew when the transporters aboard the **U.S.S. ENTERPRISE NCC-1701-A** are found to be inoperable.

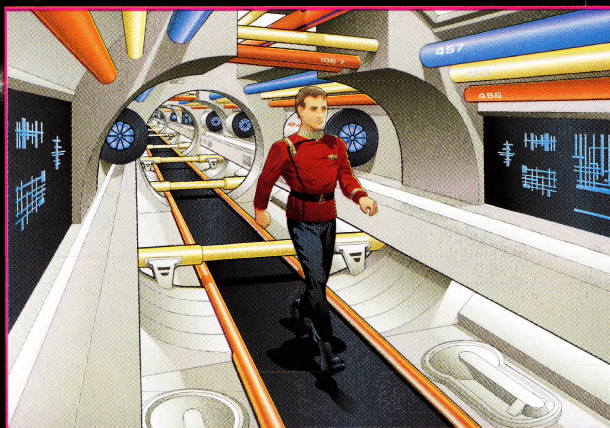
### SHUTTLEBAY

▶ The shuttlebay aboard the **U.S.S. ENTERPRISE** features a number of safety measures designed to prevent damage in the event of an emergency docking.



**Main Shuttlebay**  
File 22 Card 6

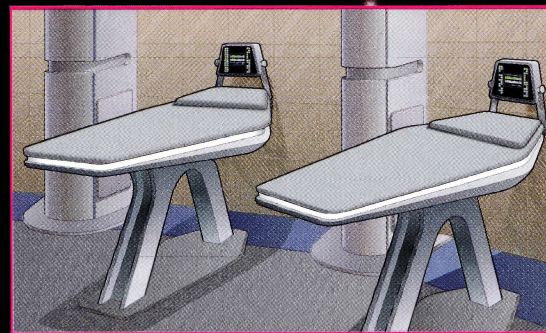
### JEFFERIES TUBES



**The Jefferies Tubes**  
File 22 Card 8

▶ The Jefferies tubes aboard the new **U.S.S. ENTERPRISE** are much more spacious than those on its predecessor. Personnel are now able to walk comfortably down the passageways two abreast.

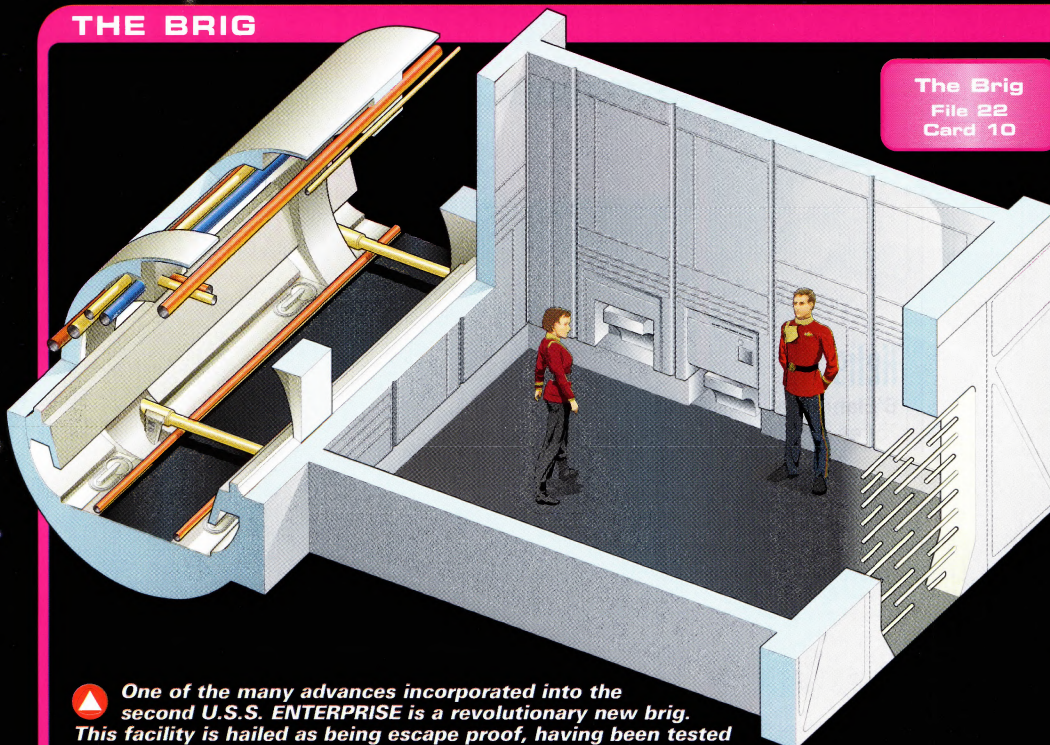
### SICKBAY



▶ Commander Scott finds himself in the **ENTERPRISE's** sickbay after he is knocked unconscious in one of the vessel's Jefferies tubes.

**Sickbay**  
File 22 Card 5

### THE BRIG



**The Brig**  
File 22 Card 10

▶ One of the many advances incorporated into the second **U.S.S. ENTERPRISE** is a revolutionary new brig. This facility is hailed as being escape proof, having been tested by none other than Captain Spock. Nevertheless, the resourceful Mr. Scott succeeds in staging an old-fashioned jailbreak to free Captain Kirk, Spock, and Dr. McCoy from the brig when they are imprisoned by Sybok.

### STAR TREK V: THE FINAL FRONTIER FILES

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# K update

**K'Kath** This Klingon teen was part of the nightmarish version of the Doctor's Holographic Family Program Beta-Rho, as reprogrammed by B'Elanna Torres. Sullen K'Kath and his buddy Larg appeared on the Doctor's doorstep expecting a traditional bloodletting ceremony. (*Starship Log*: 'Real Life' [VOY]) **SEE FILES 56, 71**

▶ **K'Kath and Larg claimed to be friends of the Doctor's son, Jeffrey. The Doctor disapproved of their raucous ways, and made it clear that he would much prefer Jeffrey to mix with Vulcan youths.**



**K'Tal, Oracle of** Vulcan hologram developed by Tuvok for use on the *U.S.S. Voyager NCC-74656*. A contaminant in the ship's replicator system dressed the Oracle of K'Tal in sleepwear. (*Starship Log*: 'Live Fast and Prosper' [VOY]) **SEE FILES 29, 71**

**Kadi** Delta Quadrant culture preoccupied with avoiding sensory experiences, instead focusing on purity and complying with a rigid worship routine. In 2375, a Kadi monk, Tomin, visited the *U.S.S. Voyager NCC-74656* while Tuvok and Captain Janeway were guests of a Kadi abbot. (*Starship Log*: 'Someone to Watch Over Me' [VOY]) **SEE FILES 18, 58, 71**

**kali-fal** Romulan liquor characterized by its strong and very distinctive smell. Benjamin Sisko added kali-fal to *Deep Space Nine*'s replicator menu prior to Senator Vreenak's visit in 2374, but Vreenak found its aroma lackluster. (*Starship Log*: 'In the Pale Moonlight' [DS9]) **SEE FILES 12, 27, 70**

**Kaltlylian clove** One of the ingredients in a Talaxian recipe Neelix claimed could protect humanoid cell membranes from theta radiation damage. Kaltlylian cloves and Rama leaves were crushed and ingested. (*Starship Log*: 'Juggernaut' [VOY]) **SEE FILES 18, 71**

**Kandra Vilk** This woman owned a Bajoran antiques and tapestries shop on *Deep Space Nine*. When war with the Dominion seemed assured, Kandra fled to a nonaligned planet near the Coridan system. (*Starship Log*: 'In the Cards' [DS9]) **SEE FILES 27, 70**

**Kaplan, Ensign [2]** Female assigned to the *U.S.S. Voyager NCC-74656* in 2374. She trounced Harry Kim and Tom Paris at golf, but agreed to a rematch – unaware that the duo would arrive with polydurinide clubs. (*Starship Log*: 'Vis à Vis' [VOY]) **SEE FILES 29, 71**



▶ **Kelemane believed that the U.S.S. VOYAGER, which he knew as the SKY SHIP, was the home of vengeful gods who caused tremors across his homeworld. He appealed to them to stop.**

**Kartelan freighter** Merchant ship that supplied amber spice, a Talaxian delicacy, to Neelix in 2376. The Kartelan freighter obtained the seasoning from Sector 492 inhabitants who had a Talaxian heritage. (*Starship Log*: 'The Voyager Conspiracy' [VOY]) **SEE FILE 71**

**Karya** This photometric female Vori child was the central character in a Vori war simulation. Vori trainee soldiers learned to hate the Kradin by 'witnessing' their troops slaughter Karya, her grandfather, and unarmed villagers. (*Starship Log*: 'Nemesis' [VOY]) **SEE FILES 18, 71**

**Kavarian olives** A small fruit often used as a garnish. Tom Paris's favorite pizza – pepperoni with Kavarian olives – was on his mind after his warp 10 experimental flight caused mutations to his body. (*Starship Log*: 'Threshold' [VOY]) **SEE FILES 43, 71**

**Kayron** A typically duplicitous Ferengi who greeted a *U.S.S. Enterprise NCC-1701-D* away team with a Ferengi energy whip during their First contact on Delphi Ardu. Letek was Kayron's commander. (*Starship Log*: 'The Last Outpost' [TNG]) **SEE FILES 69**

**Kela** This was the name of Jadzia Dax's biological father. During Jadzia and Worf's marriage ceremony, Sirella identified Jadzia as the daughter of Kela. (*Starship Log*: 'You Are Cordially Invited ...' [DS9]) **SEE FILES 43, 70**

**Kelemane** Primitive ruler of the Delta Quadrant time-differential planet. Kelemane sent a letter to the *U.S.S. Voyager NCC-74656* via hot air balloon, asking it to discontinue the earthquakes it was causing. (*Starship Log*: 'Blink of an Eye' [VOY]) **SEE FILES 18, 71**

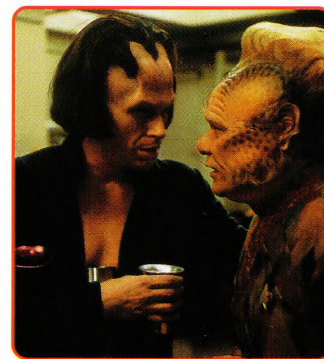
**Kelis** Male poet on a Delta Quadrant planet where B'Elanna Torres crashed the *Delta Flyer*. Kelis saved Torres and traded dilithium for information he then used to write plays about the 'Voyager Eternals.' (*Starship Log*: 'Muse' [VOY]) **SEE FILES 18, 58, 71**

**Kellin [2]** Rumarán tracer who fell in love with Chakotay while tracking a runaway. The romance ended when another tracer used a neurolytic emitter to make Kellin forget her feelings. (*Starship Log*: 'Unforgettable' [VOY]) **SEE FILES 18, 58, 71**

▶ **Kellin enjoyed a brief romance with Commander Chakotay.**



K'Kath  
K'Tal, Oracle of  
Kadi  
kali-fal  
Kaltlylian clove  
Kandra Vilk  
Kaplan, Ensign [2]  
Kartelan freighter  
Karya  
Kavarian olives  
Kayron  
Kela  
Kelemane  
Kelis  
Kellin [2]  
Kelly, Lt. John Mark  
Kelsin III  
Kelvas system  
Kendra province  
Kenneth  
Kesat  
Ketha Lowlands  
ketric  
Ketteract, Dr.  
"khi-GOSH"  
Ki'tang  
Kid Chaos  
Kiernan  
Kilby  
kilm steak  
Kim, Dennis  
Kimtones



▶ **The Kadi race favors abstinence, but Tomin discovered the joys of synthehol while visiting the U.S.S. VOYAGER.**



▶ **Karya welcomed Chakotay as a 'Gloried Defender' of her village, but she was in fact a holographic being, playing out a part in a brainwashing scenario.**





## Kelly, Lt. John Mark

Pilot of the **Ares IV** capsule orbiting the planet Mars. On October 19 2032, he and his craft were swallowed by a **graviton ellipse**. Kelly's body was found in 2376, along with the data he sacrificed himself to record. (*Starship Log: 'One Small Step' [VOY]*) **SEE FILES 33, 44, 71**

▶ **Kelly spent his final days recording information on the phenomenon that had doomed him.**



## Kelsin III

This star, visible from **Icheb's Delta Quadrant** home planet, is a component in a constellation the **Brunali** culture calls the **Great Horn**. Kelsin III is east of the **Orlitus cluster**. (*Starship Log: 'Child's Play' [VOY]*) **SEE FILE 71**

## Kelvas system

Planetary system hosting an important **Cardassian** repair facility. In 2375, **Damar** was rumored to be alive and in hiding on **Kelvas Prime**, contrary to **Dominion** reports of his execution. (*Starship Log: 'The Dogs of War' [DS9]*) **SEE FILES 13, 16, 50, 70**

## Kendra province

An area on the planet of **Bajor** though which the river **Yolja** flows. **Benjamin Sisko** purchased land in the Kendra province, on which he intended to build a retirement home. (*Starship Log: 'Penumbra' [DS9]*) **SEE FILES 10, 43, 70**



## Kenneth

The first name the **Doctor** chose for himself in his holographic family scenario. 'Kenneth' was married to **Charlene** and had two children. His idyllic life was shattered by **B'Elanna Torres's** alterations. (*Starship Log: 'Real Life' [VOY]*) **SEE FILES 43, 56, 71**

▶ **'Kenneth' lived in a fantasy world in more ways than one. The holographic family scenario was completely free of conflict or real-life problems until B'Elanna Torres interfered.**

## Kesat

Technologically advanced humanoids. **Neelix** and **Tuvok** visited the Kesat homeworld in 2376. Tuvok was attacked during the return trip, and **Deputy Investigator Naroq**, of **Kesat Security**, identified the perpetrators. (*Starship Log: 'Riddles' [VOY]*) **SEE FILES 18, 40, 43, 71**

▶ **The Kesat are a race of taller-than-average humanoids with high, ridged foreheads that give them an imposing appearance.**



## Ketha Lowlands

Area on **Qo'noS**, within the **Ketha** province, inhabited by members of the peasant class. **Martok's** application to become an officer was rejected by **Kor** because his family was from the Ketha Lowlands. (*Starship Log: 'Tacking into the Wind' [DS9]*) **SEE FILES 11, 48, 70**

## Ketric

**Hirogen** unit for measuring distance or length. Some Hirogen crafts cover approximately 4000 ketrics in one hour. (*Starship Log: 'Hunters' [VOY]*) **SEE FILES 18, 40, 71**

## Ketteract, Dr.

Leader of a **Starfleet** project that synthesized an **Omega Molecule** in 2274. The molecule destabilized in an explosion that killed Ketteract, 126 other scientists, and destroyed the **Lantaru sector research station**. (*Starship Log: 'The Omega Directive' [VOY]*) **SEE FILES 5, 18, 71**

## "khi-GOSH"

**Klingon** phrase that simply means "let's go." (*Starship Log: 'Blaze of Glory' [DS9]*) **SEE FILES 11, 70**

## Ki'tang

This **Klingon Bird-of-Prey** was the only ship at the **Battle of Chin'toka** not to be affected by the **Breen energy dampening weapon**. A chance adjustment to the **Ki'tang's tritium intermix** protected the ship and revealed the weapon's vulnerabilities. (*Starship Log: 'When It Rains ...' [DS9]*) **SEE FILES 11, 34, 70**

## Kid Chaos

A boxer in **Chakotay's Chaotic space** hallucinations who symbolized the intelligent beings from that region. Kid Chaos's face was a starfield, but his fists were quite solid. (*Starship Log: 'The Fight' [VOY]*) **SEE FILES 18, 43, 71**

▶ **Chakotay faced many alien boxers while under the influence of the Chaotic space beings. Not all of them were as clearly visible as the one shown here; Kid Chaos was nothing but a mass of stars.**



## Kiernan

**Shannon O'Donnel Janeway's** red-haired granddaughter. **Neelix** found a picture of Shannon O'Donnel and her extended family, including Kiernan, taken in 2050. (*Starship Log: '11:59' [VOY]*) **SEE FILES 43, 44, 71**

## Kilby

The crew member on **Kasidy Yates's** freighter, the **Xhosa**, whose responsibilities included making the checks prior to final departure. (*Starship Log: 'Till Death Do Us Part' [DS9]*) **SEE FILES 40, 70**

## Kilm steak

Meal available from **Deep Space Nine's** replimat. **Ezri Dax** wanted kilm steak, rare, until the memories of **Tobin Dax**, a vegetarian, made the idea unpalatable. (*Starship Log: 'Afterimage' [DS9]*) **SEE FILES 43, 70**

## Kim, Dennis

**Harry Kim's** cousin. Dennis Kim's letter about a mutual friend killed by the **Maquis** made Harry a suspect in a rash of **Maquis** assaults on **U.S.S. Voyager NCC-74656** in 2377. (*Starship Log: 'Repression' [VOY]*) **SEE FILES 43, 71**



## Kimtones

**Harry Kim's** jazz band. Kim played lead clarinet in the group. The Kimtones' performance of 'That Old Black Magic' for the **Qomarians** was not well received until the **Doctor** joined in as singer. (*Starship Log: 'Virtuoso' [VOY]*) **SEE FILES 18, 29, 43, 71**

▶ **Harry Kim and the Kimtones were usually a popular feature aboard the U.S.S. VOYAGER, but the Qomarians were interested only in the Doctor.**